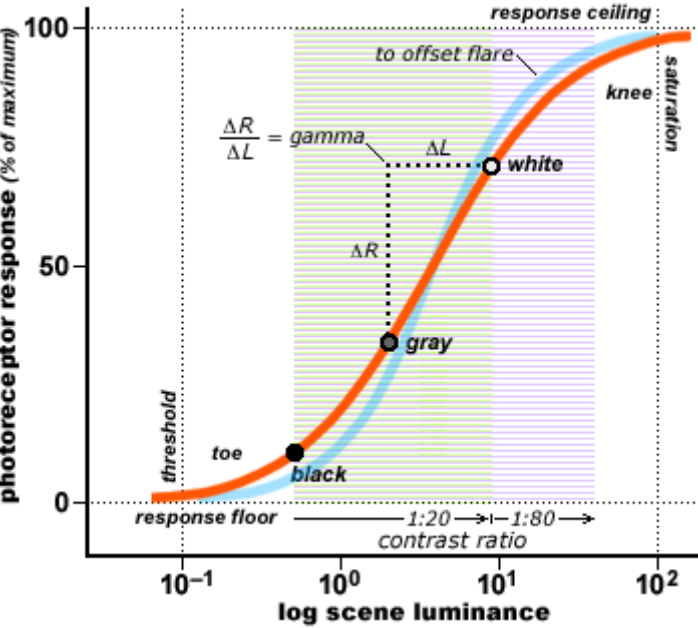


post-processing

post-processing

“film stock”



VR

VR

Unity

Revision #2
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