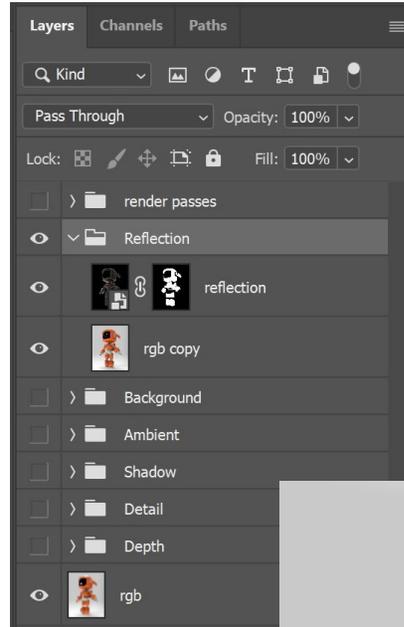


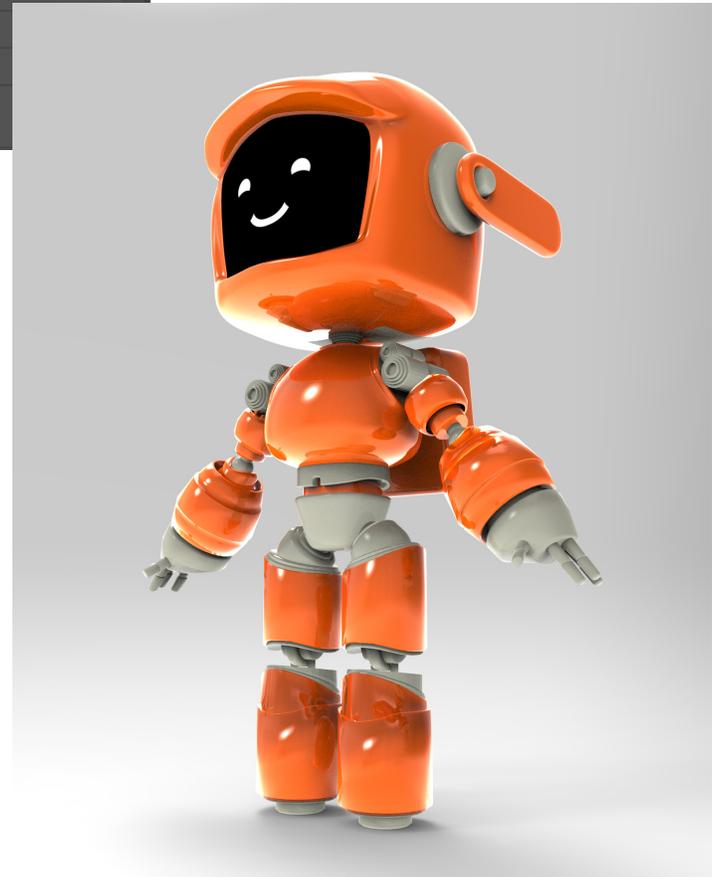
Reflection Enhancement



original



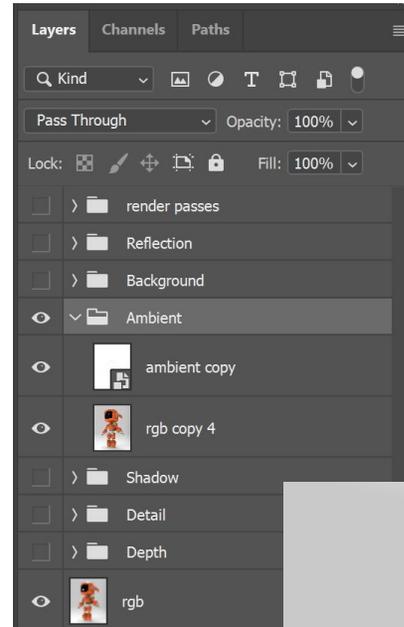
*enhancement placed
on the orange parts*



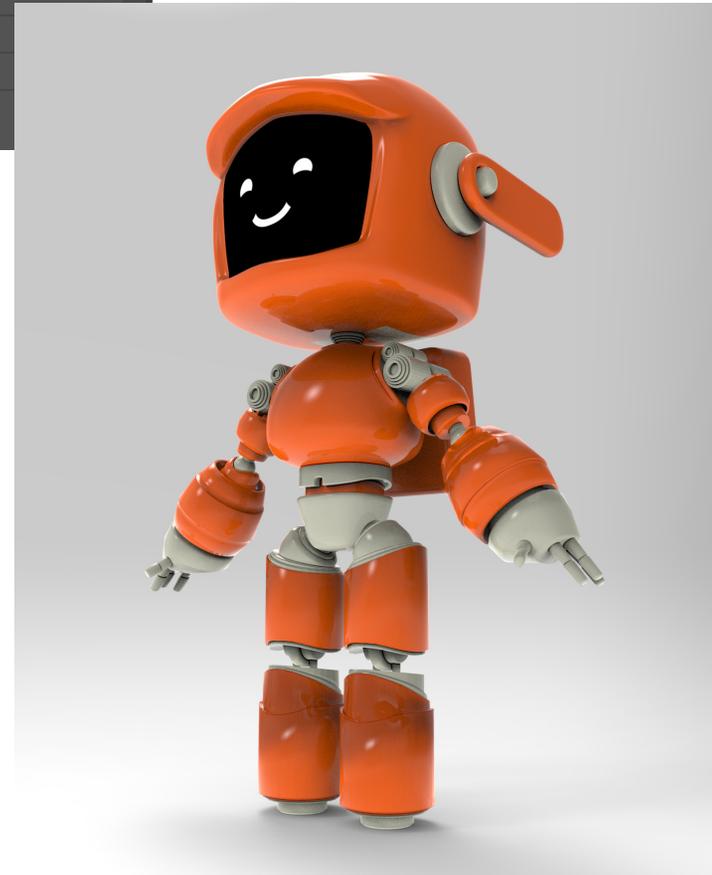
Ambient Occulsion Modification



original



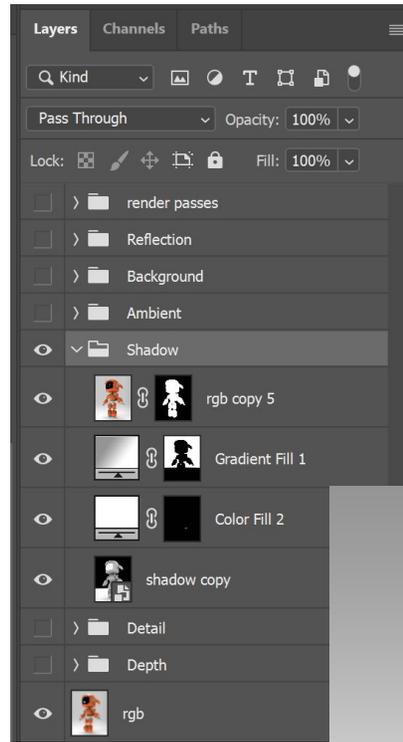
enhancement to the ambient occulsion shadows



Shadow Modification



original



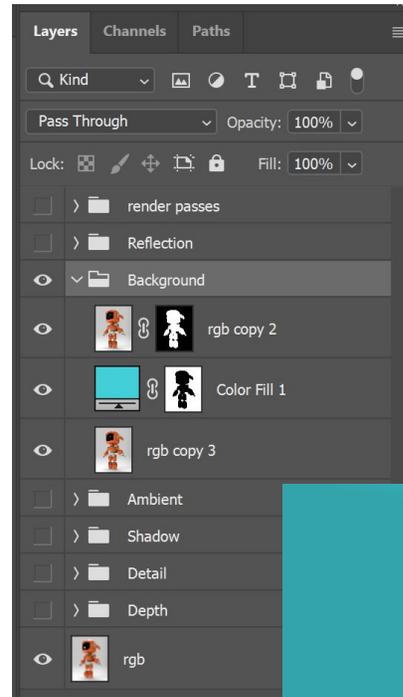
*enhancement to shadows
under the bot and in the
background*



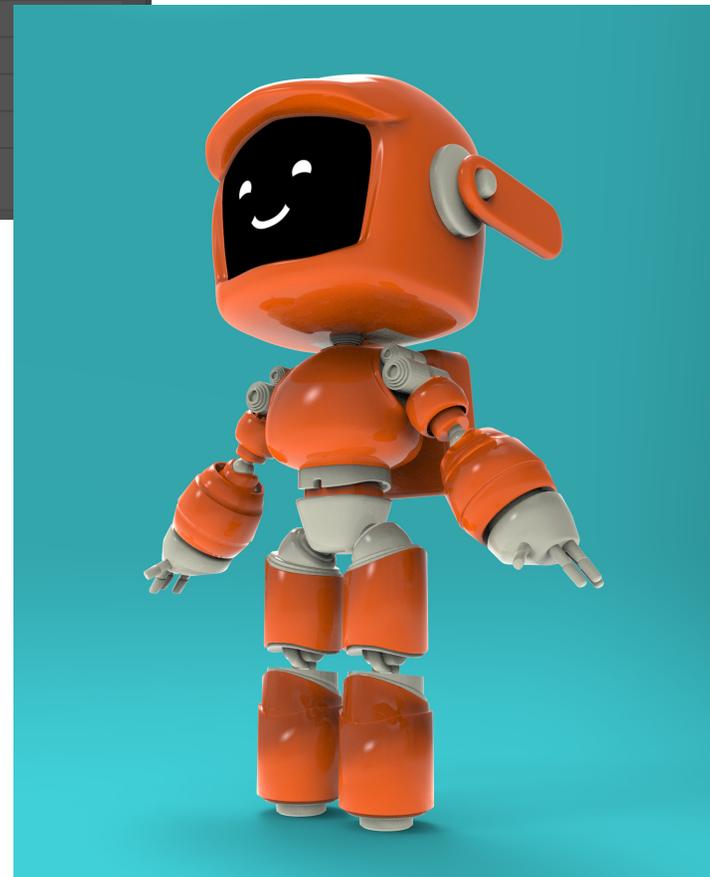
Background Color Change



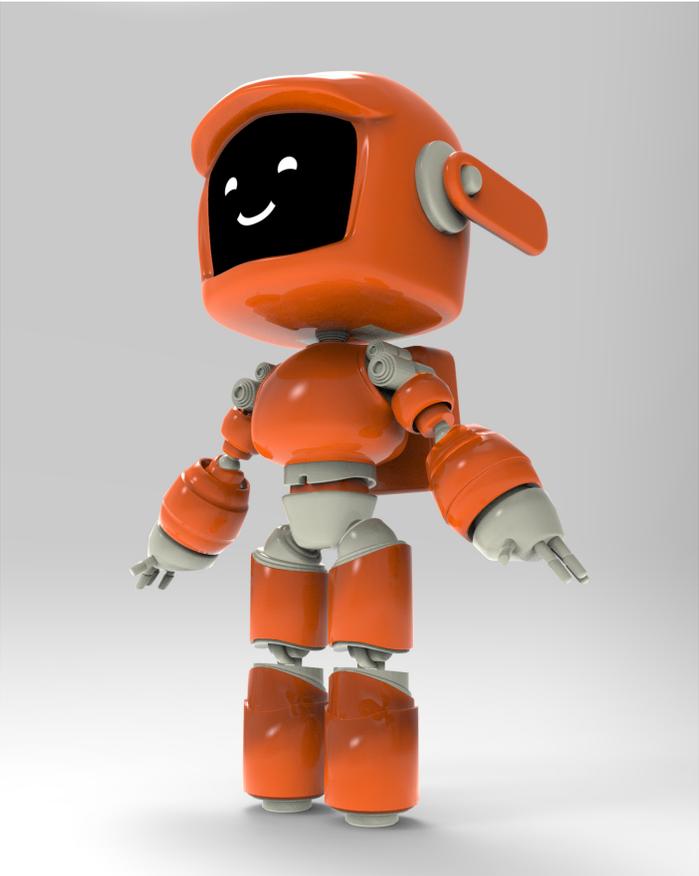
original



*background
color change*



Detail Enhancement



original

A screenshot of the Blender Layers panel. It shows a hierarchy of render passes: 'render passes', 'Reflection', 'Background', 'Ambient', 'Shadow', 'Detail', and 'Depth'. The 'Detail' folder is expanded, showing three layers: 'rgb copy 6', 'ROBOT_14_screen', and 'rgb copy 7'. The 'rgb copy 6' layer has two effects applied: 'Inner Glow' and 'Outer Glow'. The 'ROBOT_14_screen' layer also has 'Inner Glow' and 'Outer Glow' effects. The 'Depth' folder contains a layer named 'rgb'. The 'Pass Through' and 'Opacity' settings are set to 100%.

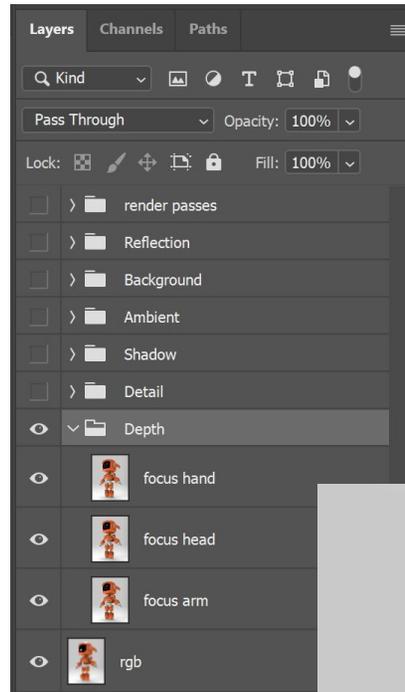
glow added to the face details and screen



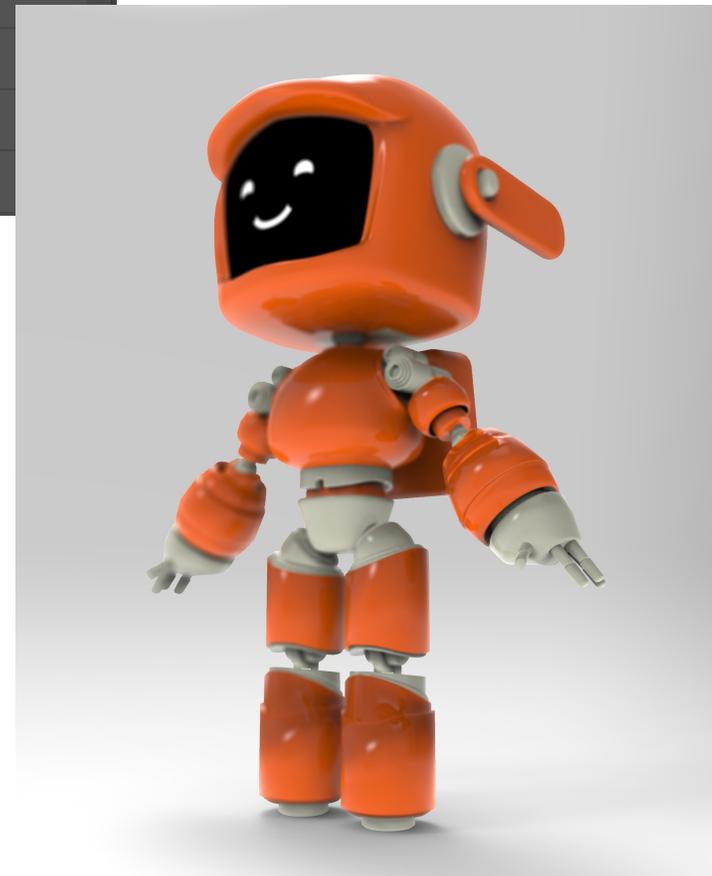
Depth-of-Field Modification



original



focus on hand



Depth-of-Field Modification

focus on arm



focus on head

