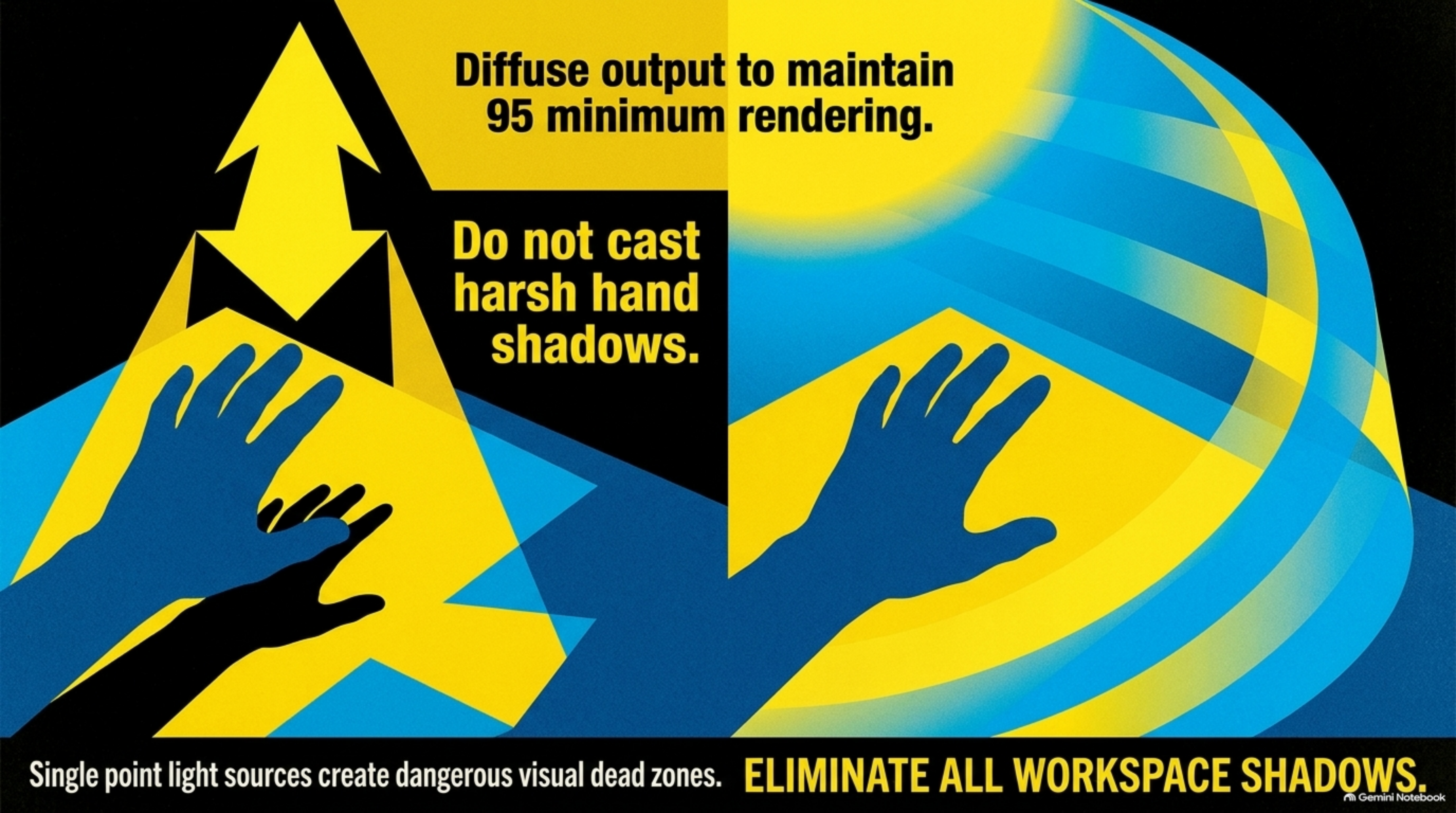




**Diffuse output to maintain
95 minimum rendering.**

**Do not cast
harsh hand
shadows.**

Single point light sources create dangerous visual dead zones. **ELIMINATE ALL WORKSPACE SHADOWS.**