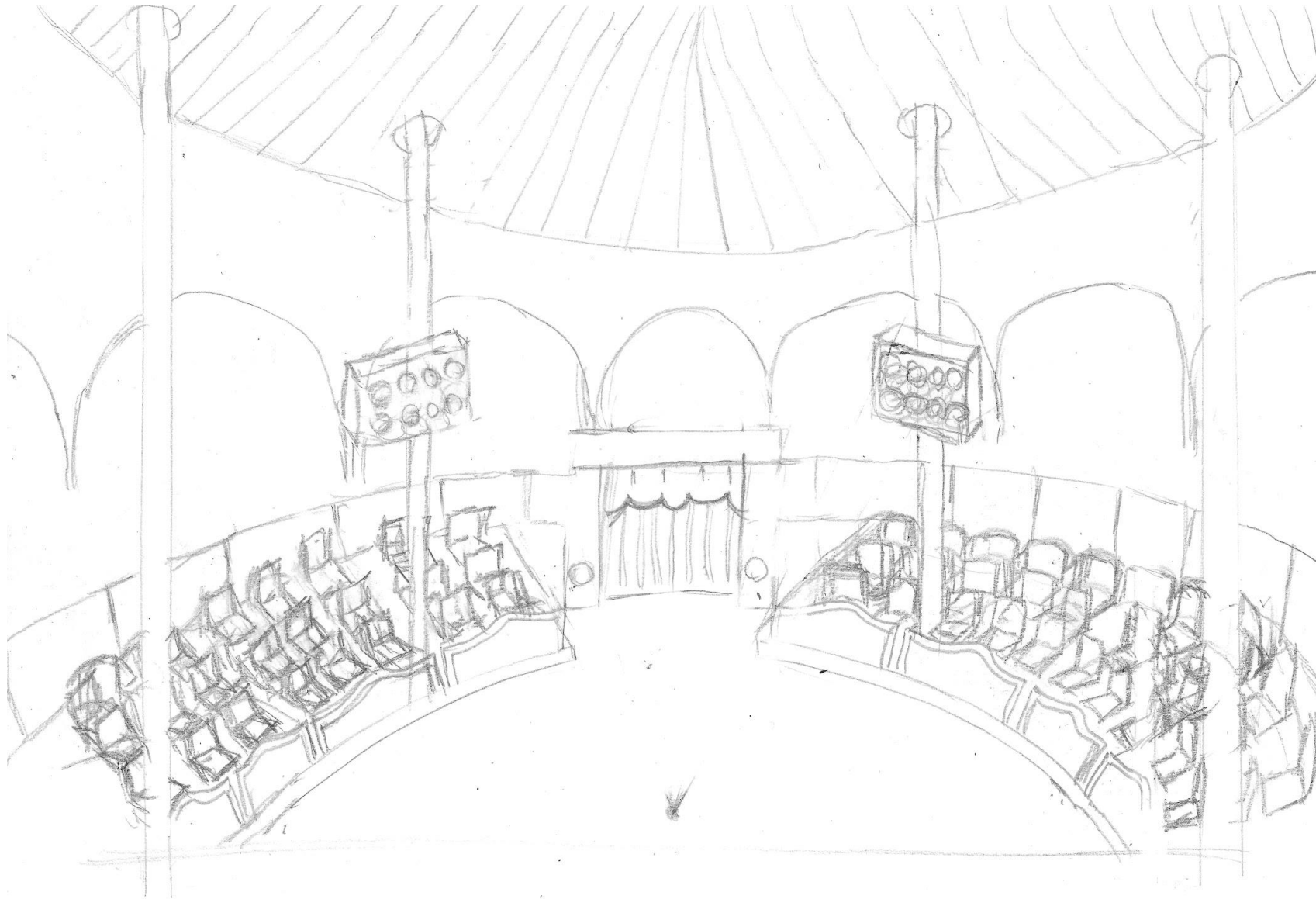
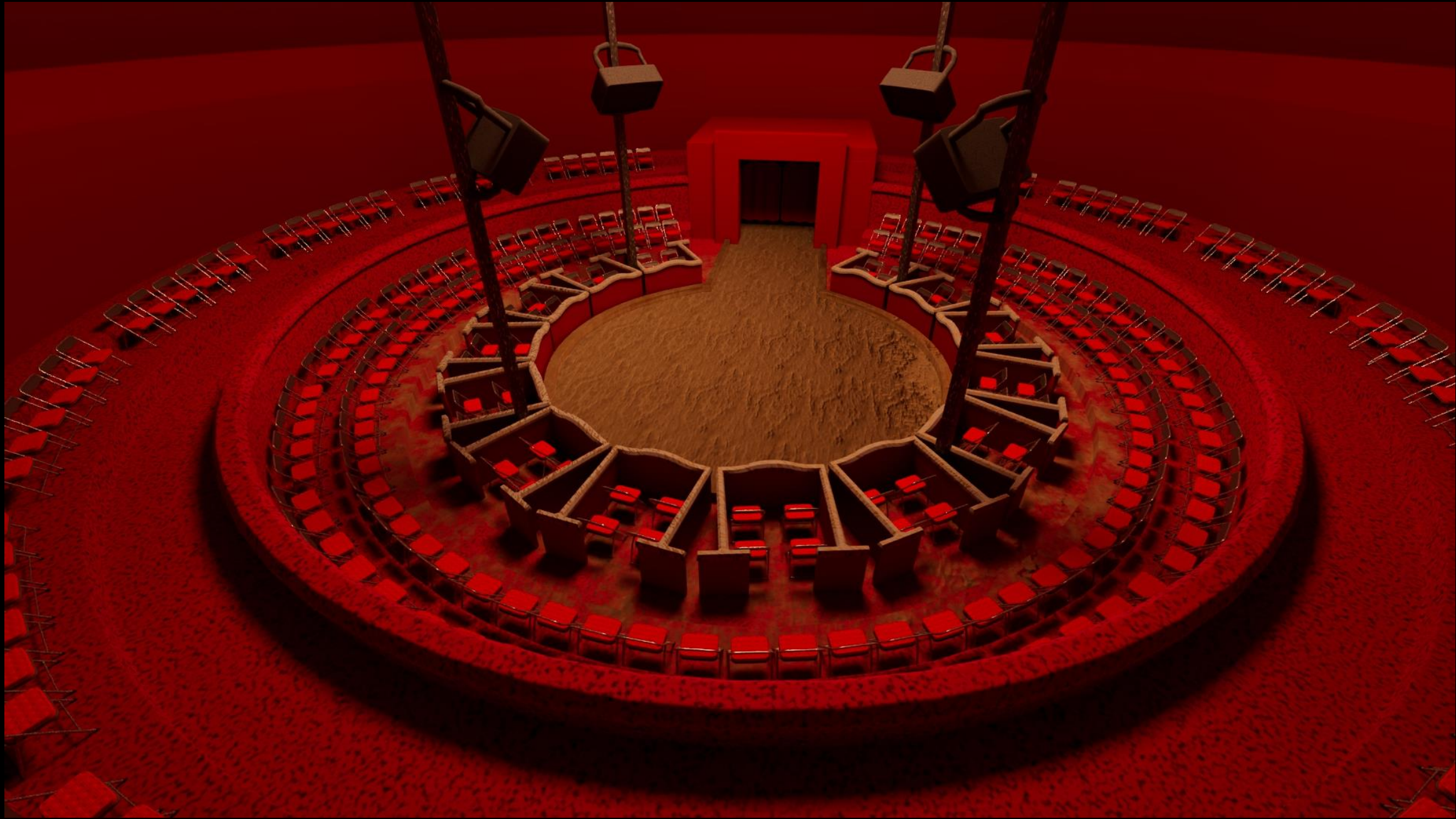


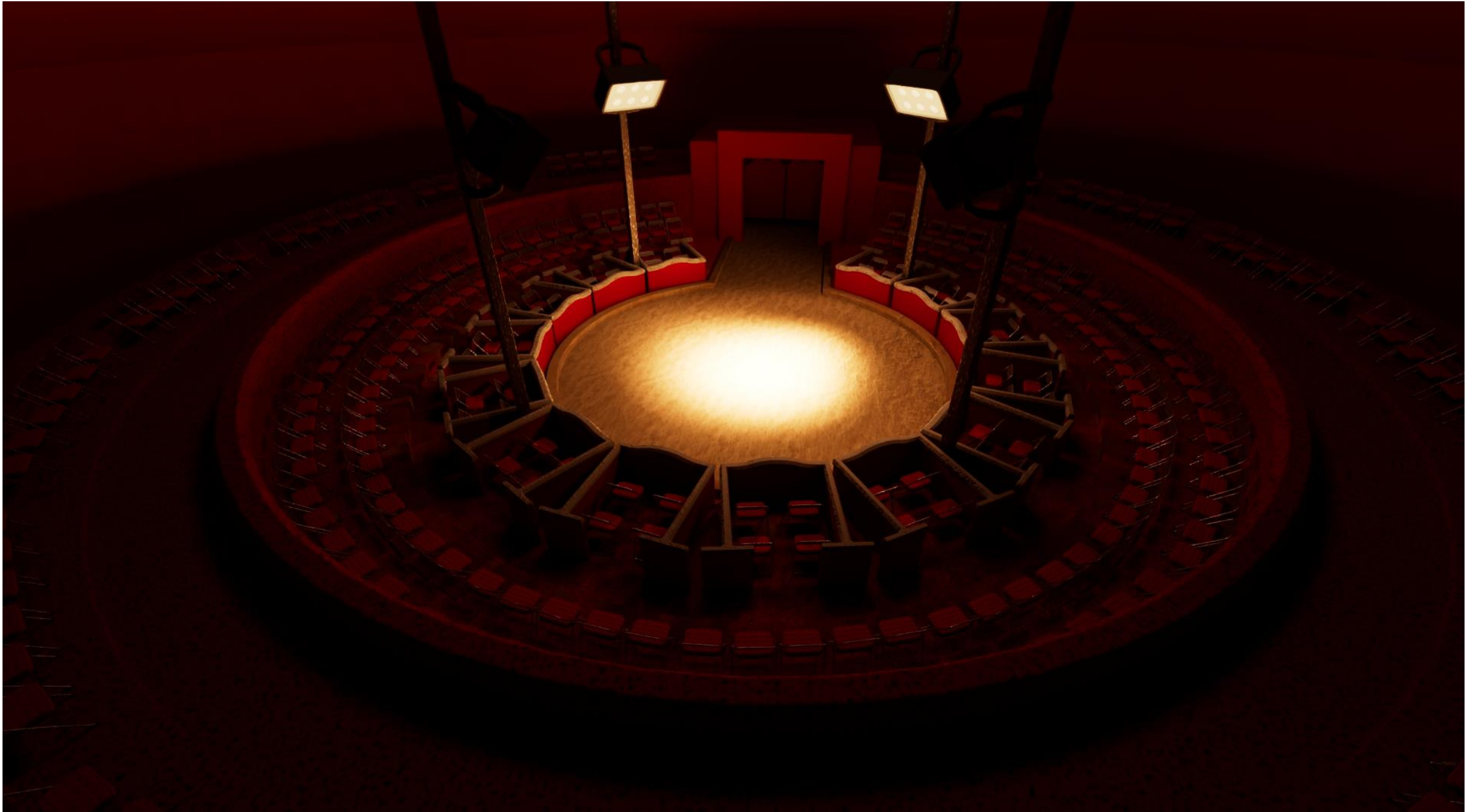


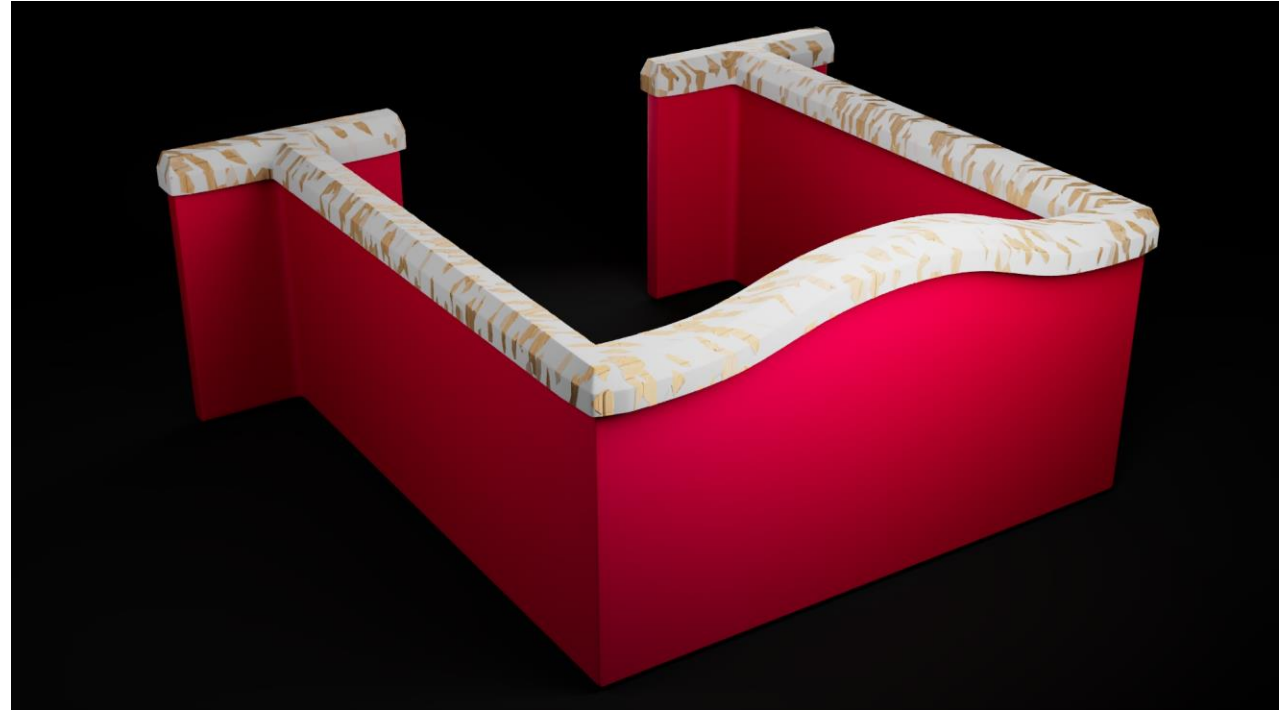
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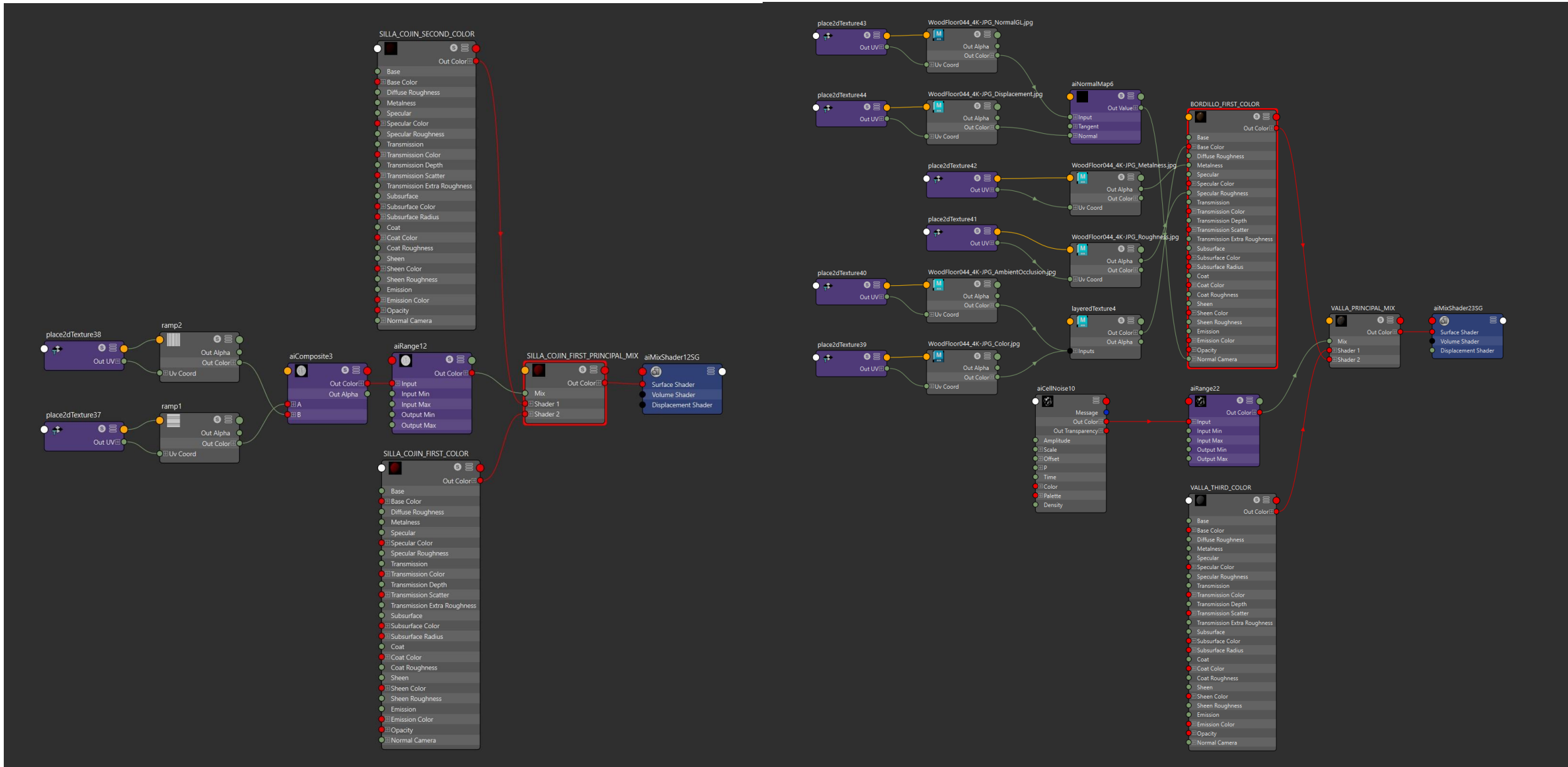
# BOCETO



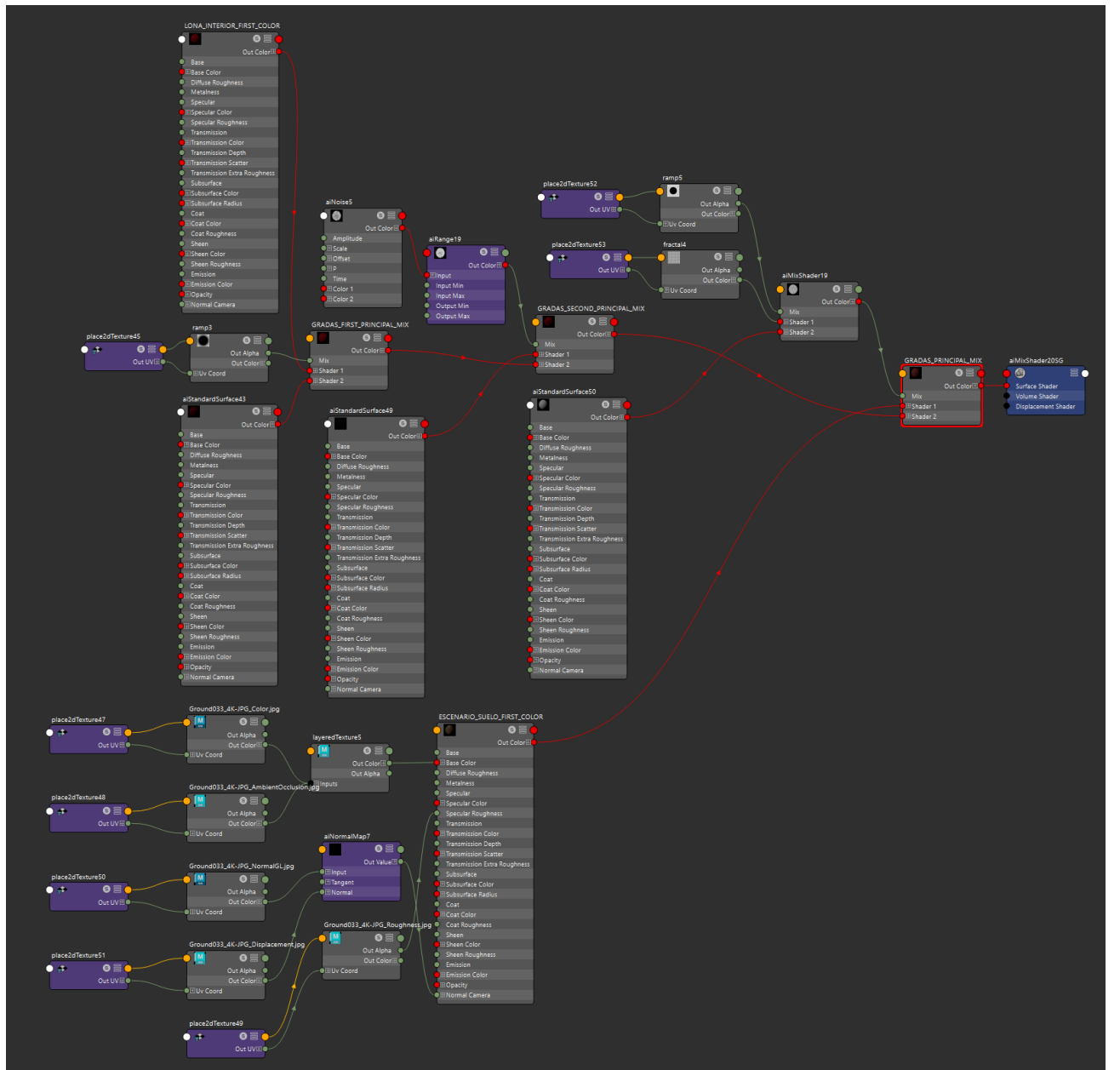
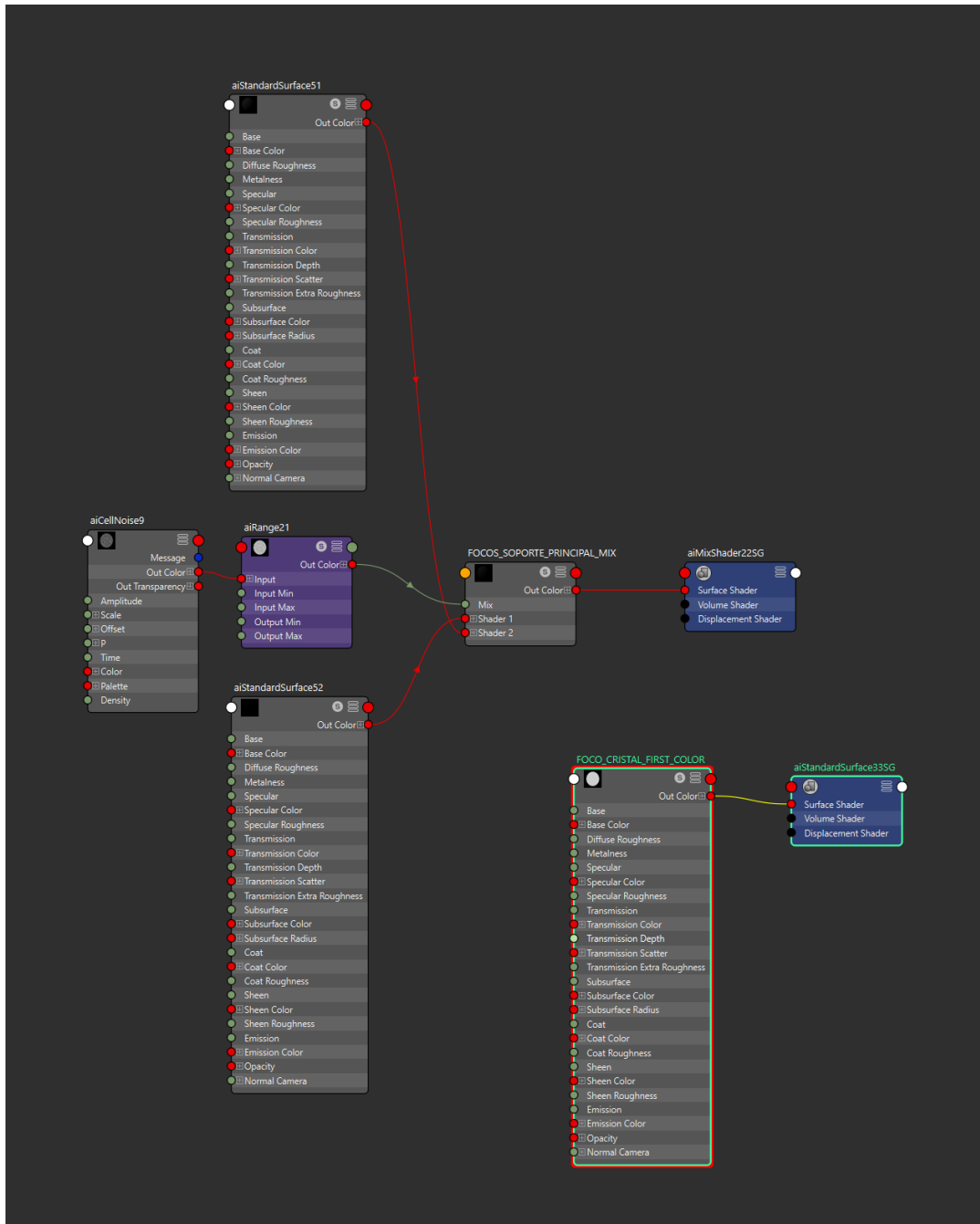



































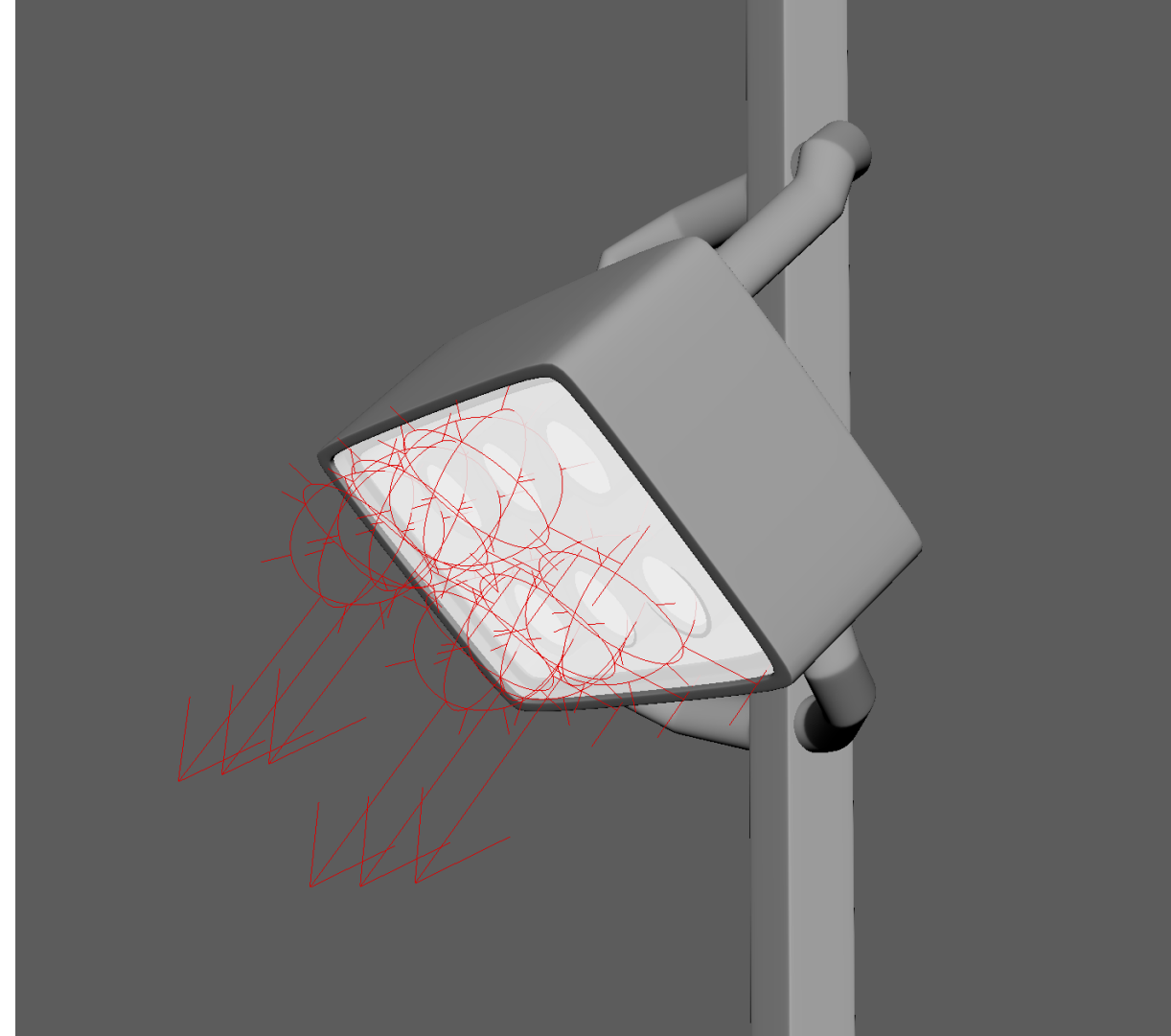




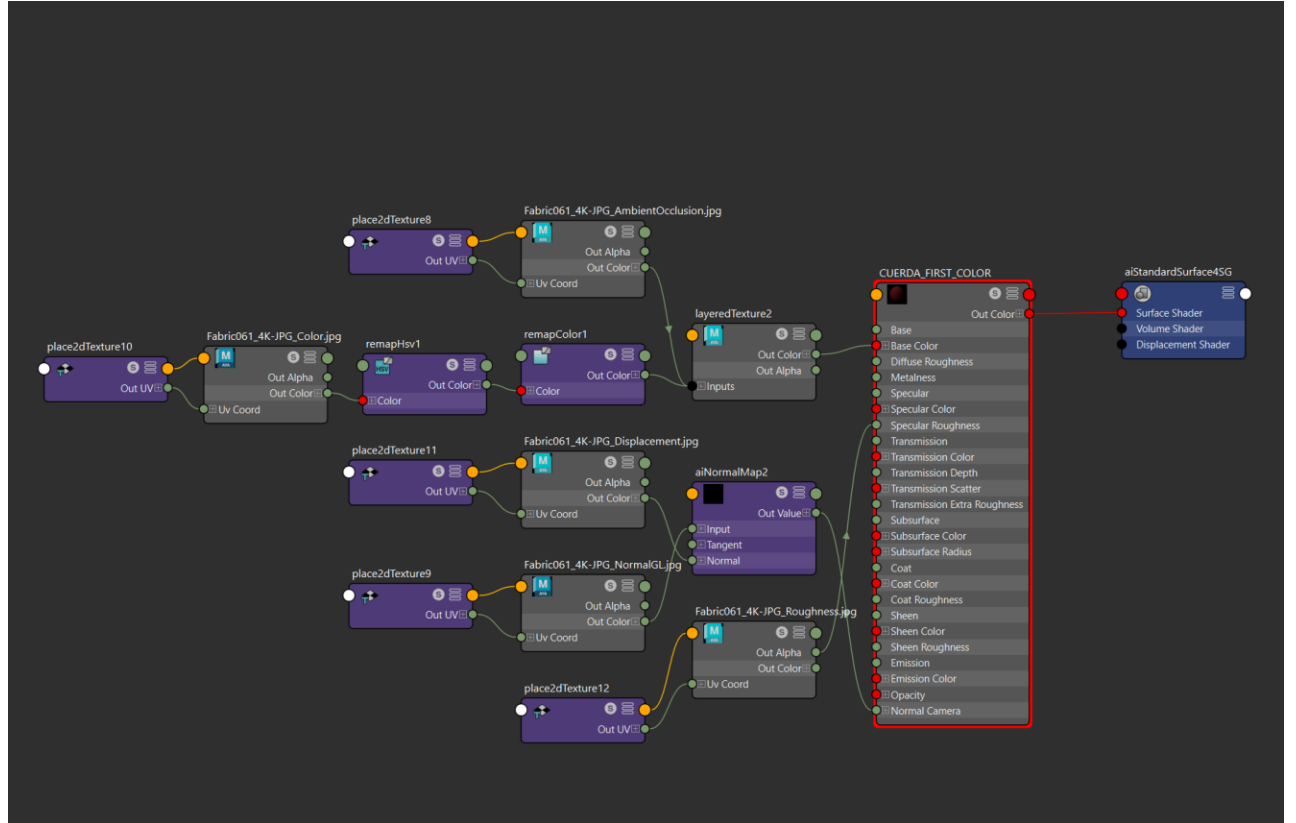
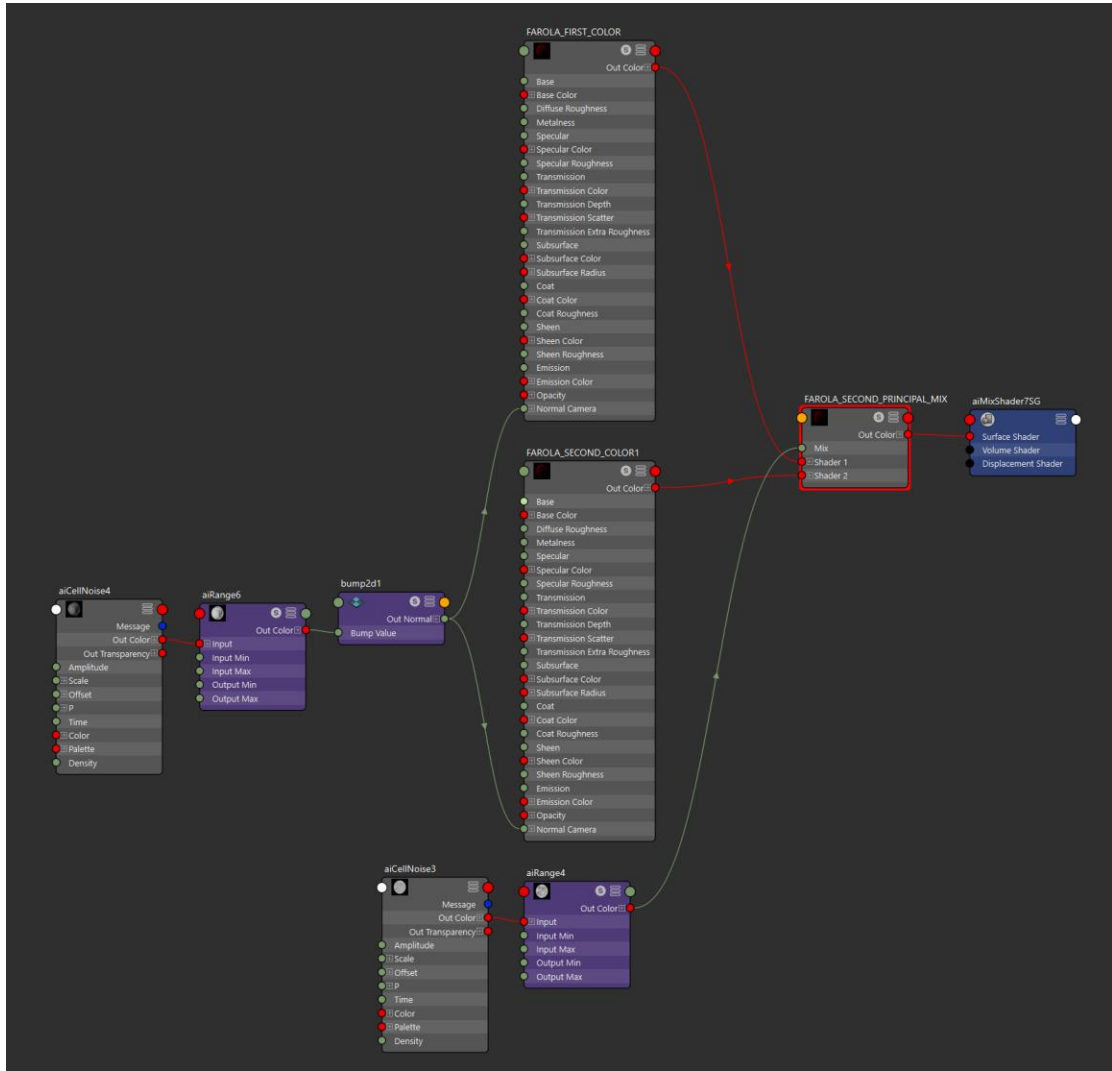


# Luces

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 Escenario_Luz_GeneralShape	C: <input type="text"/>	I: 1.000	E: 4.000	S: 1	 
 aiPhotometricLightShape4	C: <input type="text"/>	I: 1.000	E: 8.000	S: 3	 
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# PBRs

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