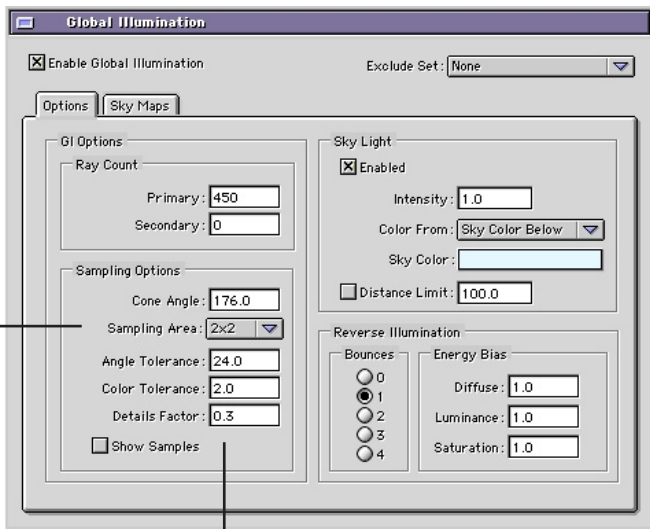


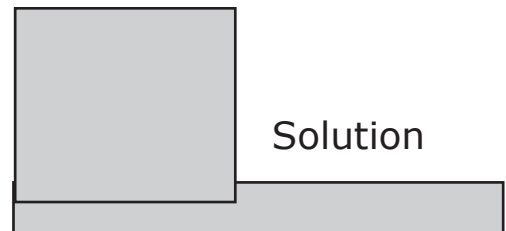
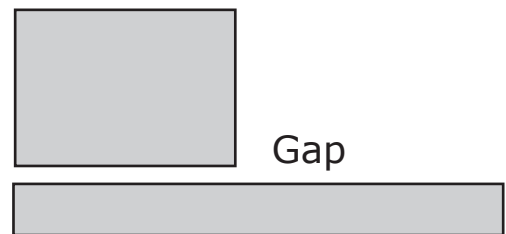
## Globally lit White Model (that can be animated)

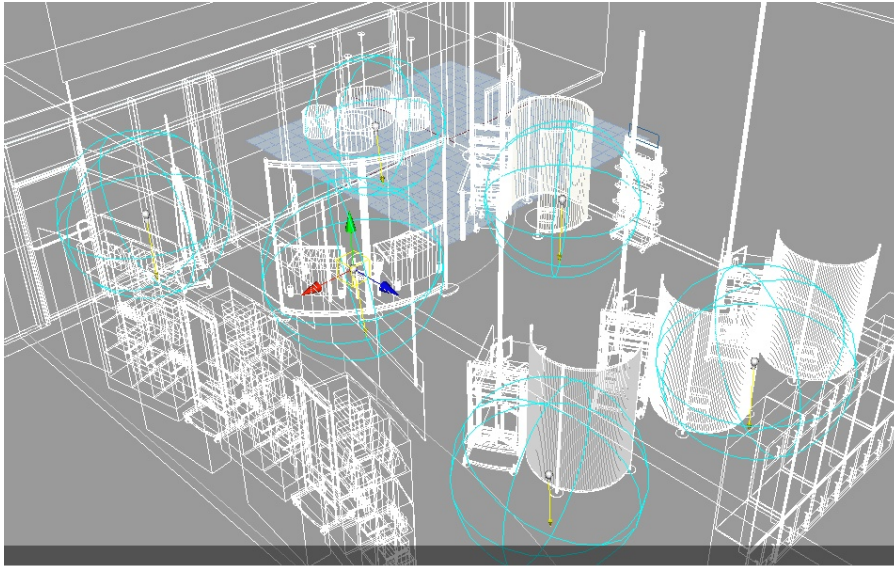
One issue is lots of jaggies that will sizzle when animated. GI settings help, however have to get rid of all "gaps" in the model. It is a pain but is the only way. AA set to oversample helps but not enough.



Got rid of some jaggies under items.

Key setting to get rid of flickering shadows in areas such as under shelves.





Adding point lights really smooths out GI.

I used six and gave some dropoff to look more natural. They are not too big and they are white with an intensity of .9.

