

# Light

light

dark

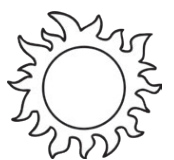
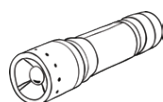
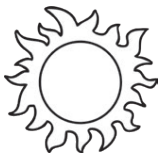
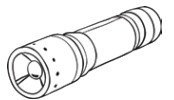
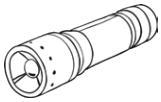


light source

reflect

reflection

shadow



ray

reflective

translucent

opaque

transparent