

# Translucency

# Texture

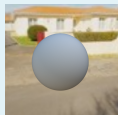
# Lightness

# Reflection

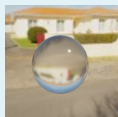
# Roughness

# Concavity

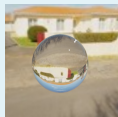
Opaque



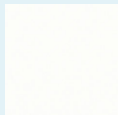
Translucent



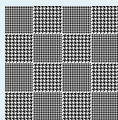
Transparent



Textureless



Repeated  
Texture



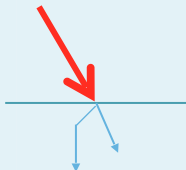
Textured



Bright



Dark



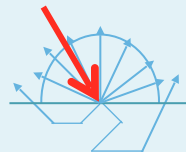
Diffuse



Mixed  
diffuse and



Subsurface  
scattering



Refraction



Smooth



Rough



Convex



Concave