

Translucency

Texture

Brightness

Light-matter

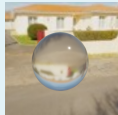
Roughness

Concavity

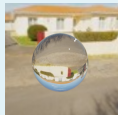
Opaque (**O**)



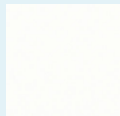
Translucent (**Tl**)



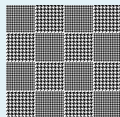
Transparent (**tp**)



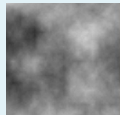
Textureless (**Tl**)



Repeated
Texture (**Tr**)



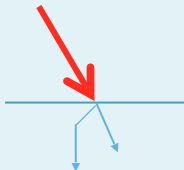
Textured (**T**)



Bright (**B**)



Dark (**D**)



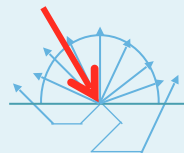
Diffuse (**D**)



Mixed
diffuse and
specular (**M**)



Subsurface
scattering
(**Ss**)



Refraction
(**Rf**)



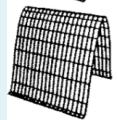
Smooth (**S**)



Rough (**R**)



Convex (**Cx**)



Concave (**Cv**)