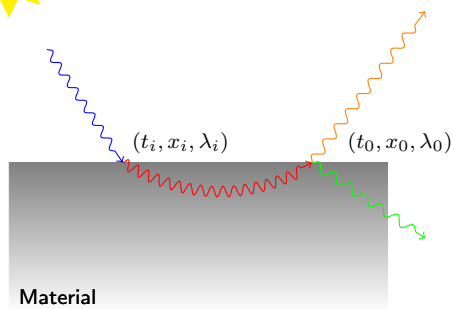


Light Source



- ~incoming light
- ~penetrated light
- ~reflected light
- ~transmitted light