



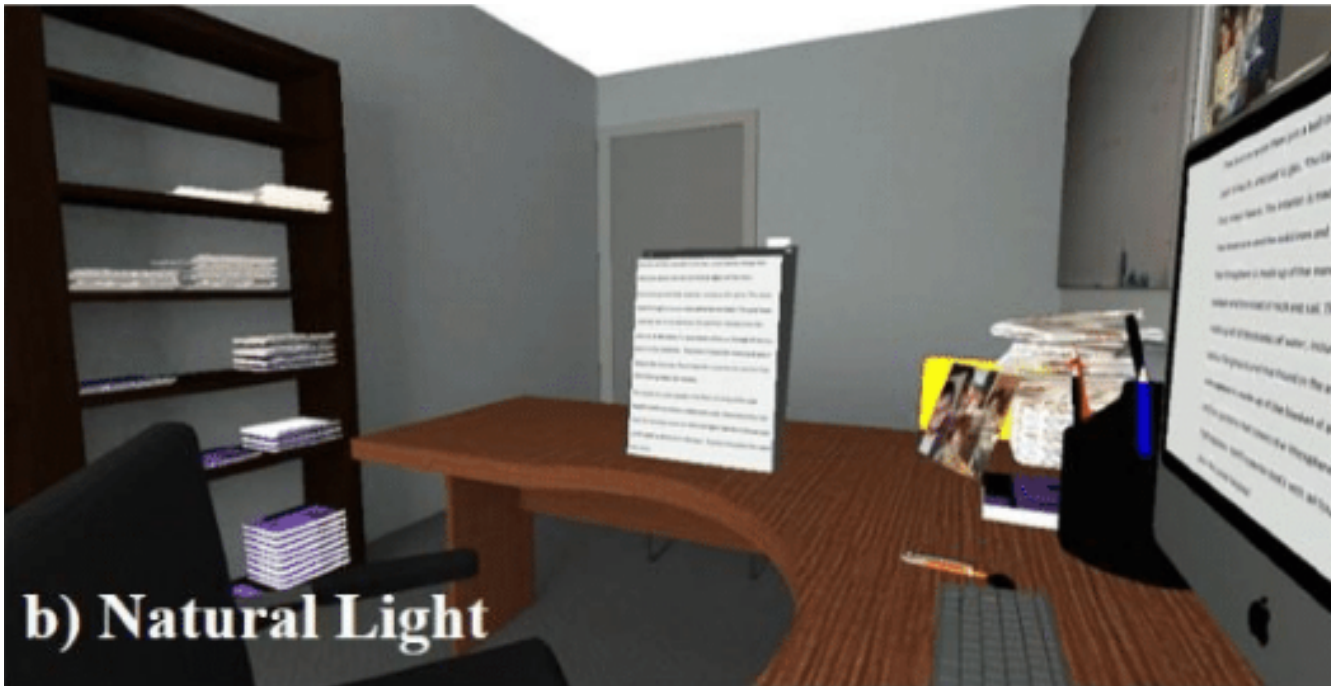




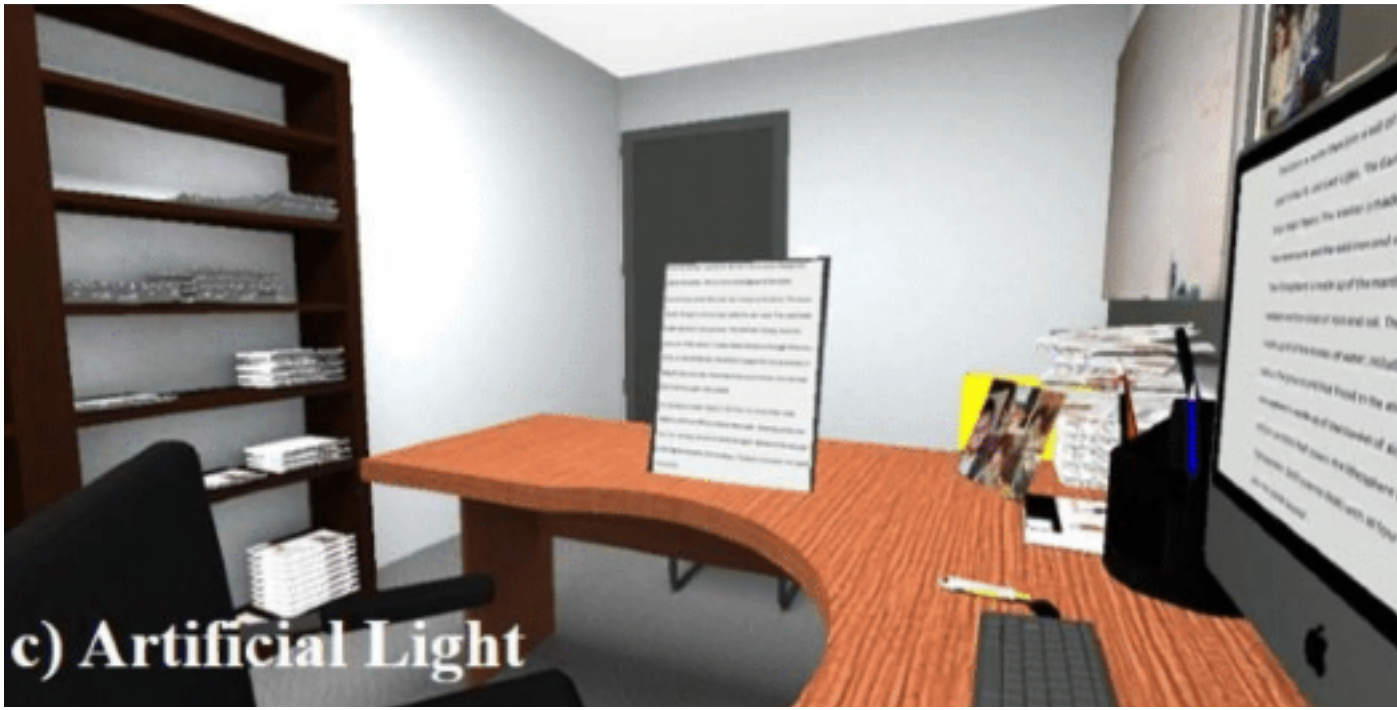
- The second cause in the scene may REFLECT more or less of the light.
- The result is that people perceive REFLECT these points as lighter or darker, and so see texture or markings on the object.



**a) Dark Room**



**b) Natural Light**



**c) Artificial Light**

- Third cause is shading
- people can tell that this shading comes from the geometry of SHADING the object, but sometimes get shading and markings mixed up.



