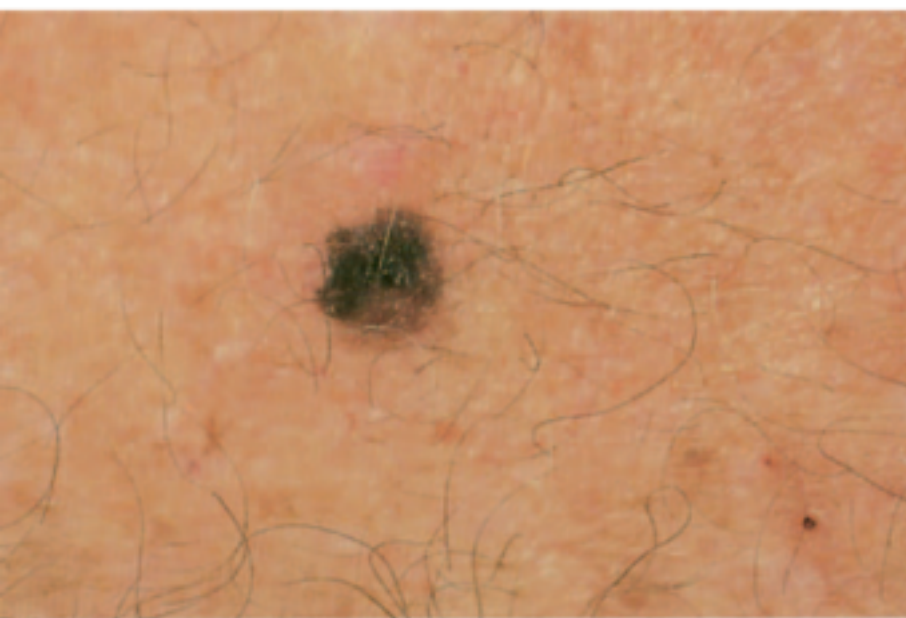A is for Asymmetry

B is for Border

C is for Color

D is for Diameter or Dark

E is for Evolving (Before)

E is for Evolving (After)