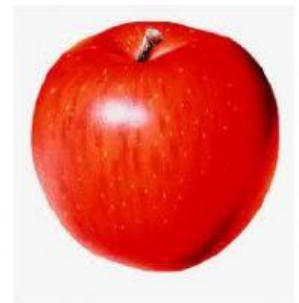


# TEXTURES

1. Select the spiky objects.



2. Select the powdery objects.



3. Select the goosey objects.



4. Select the smooth objects.



5. Select the rough objects.

