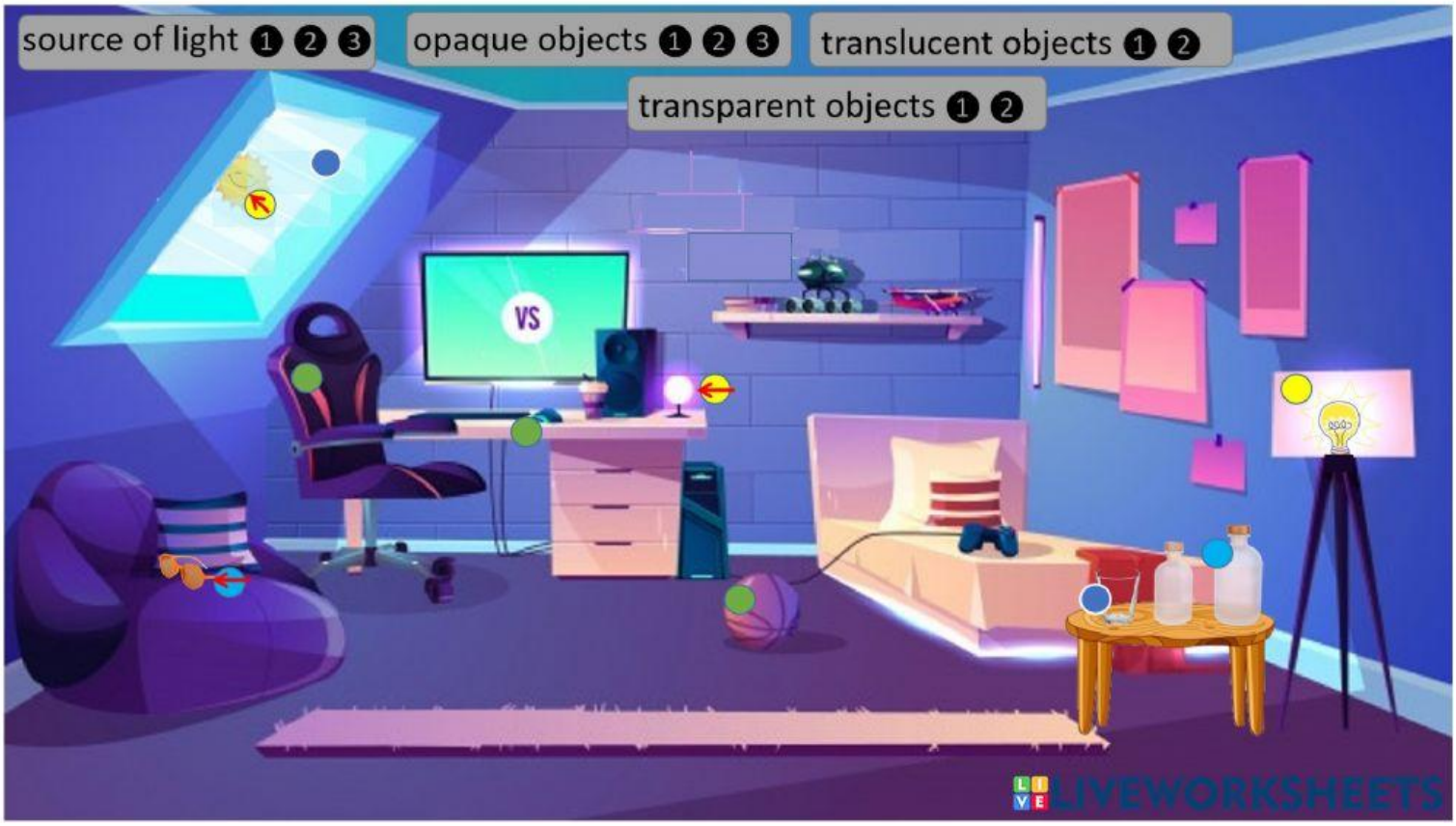

source of light 1 2 3
opaque objects 1 2 3
translucent objects 1 2
transparent objects 1 2
VS
LIVEWORKSHEETS