

# TYPES OF MATERIALS

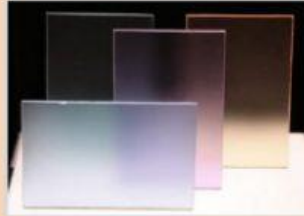
Join each material with its correct type.



**Transparent materials**



**Translucent materials**



**Opaque materials**

