

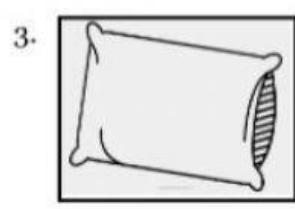
Underline the correct texture of the object.



**soft**  
**hard**



**hot**  
**cold**



**soft**  
**rough**



**smooth**  
**rough**



**hot**  
**soft**