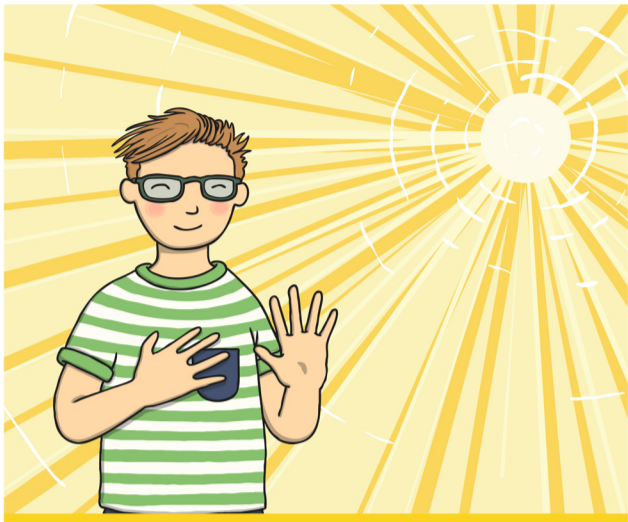
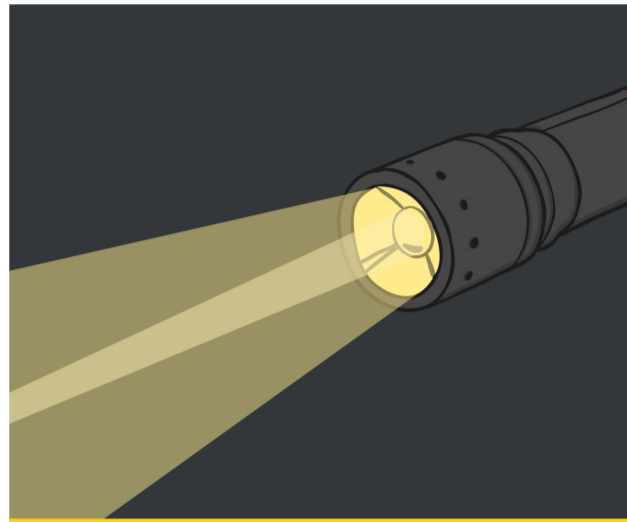


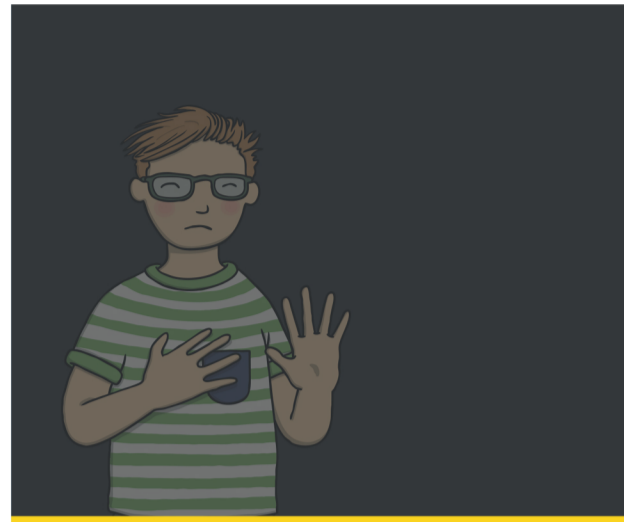
Light



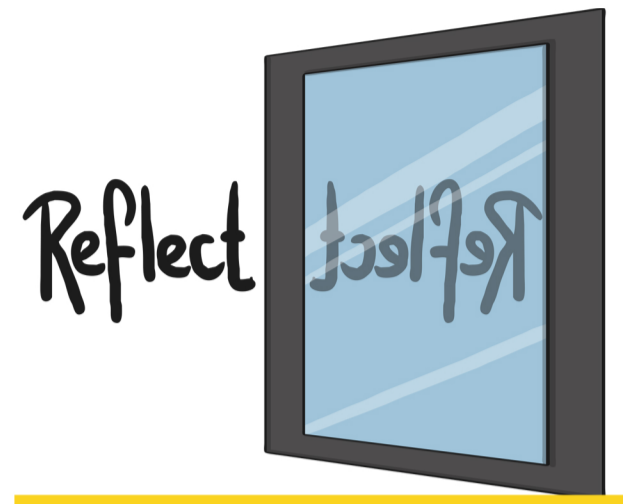
light



source



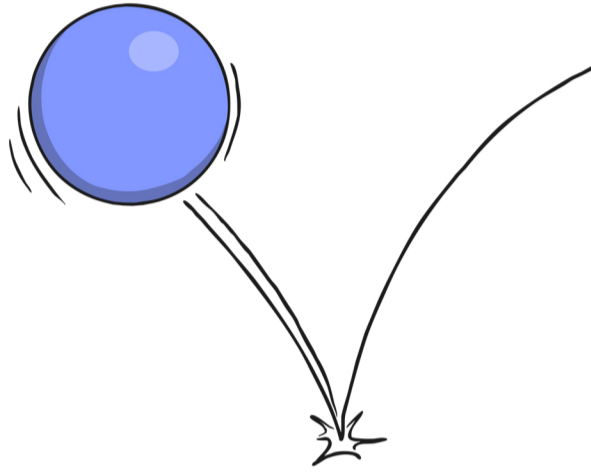
dark



reflect



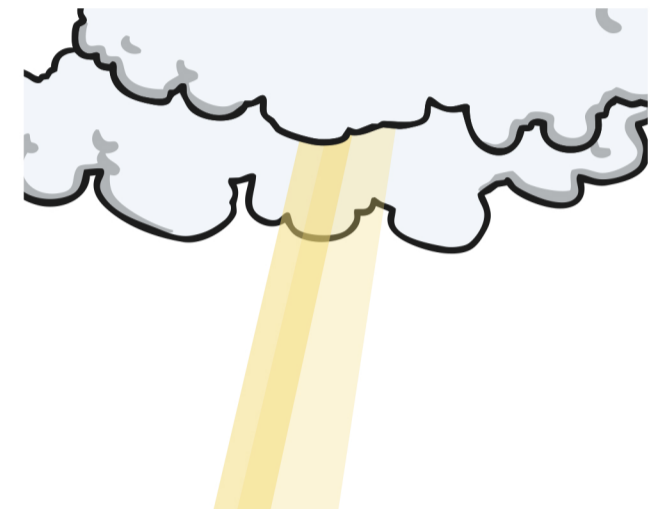
visible



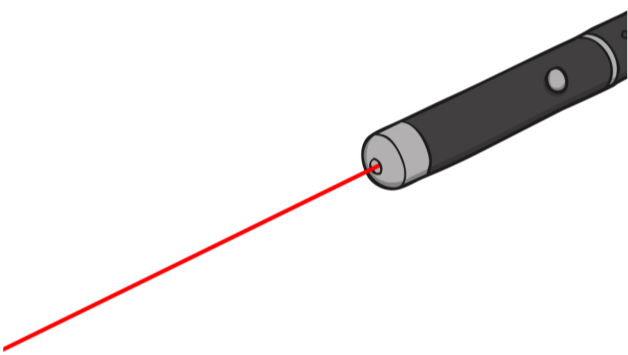
bounce



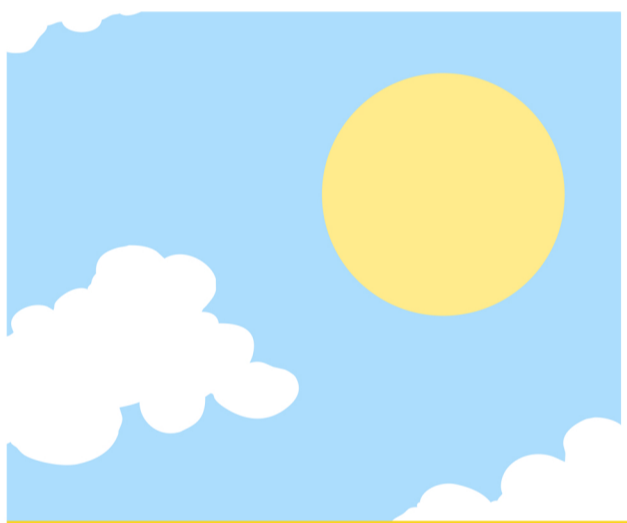
mirror



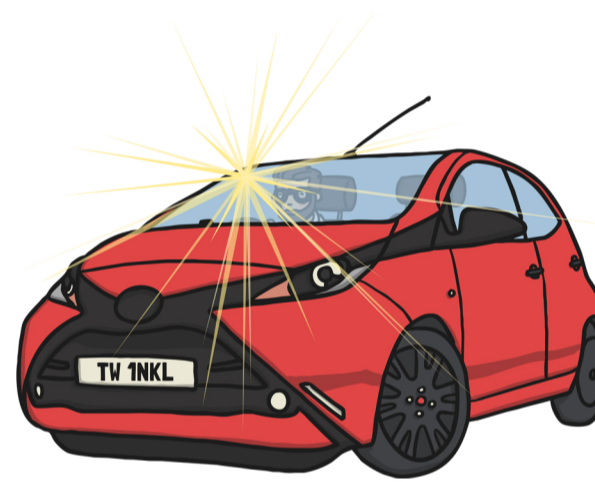
ray



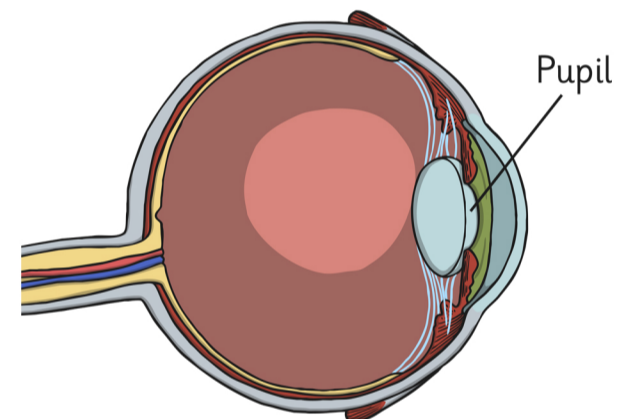
beam



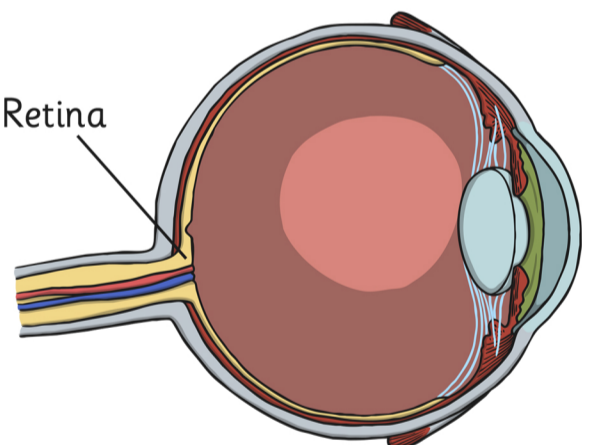
sun



glare



pupil



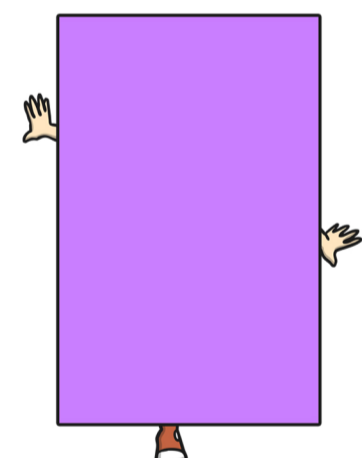
retina



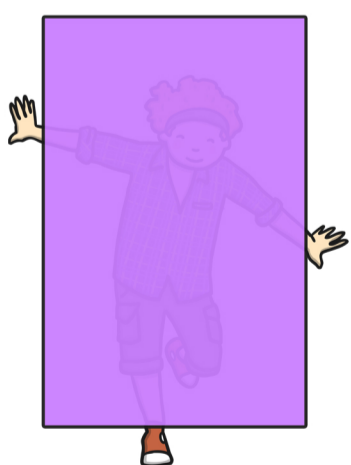
travel



straight



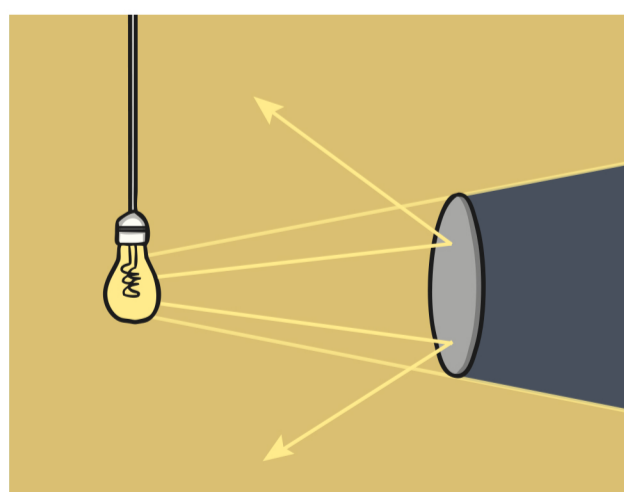
opaque



translucent



transparent



block



shadow