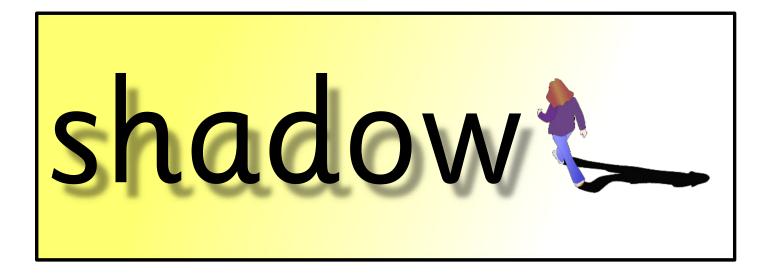
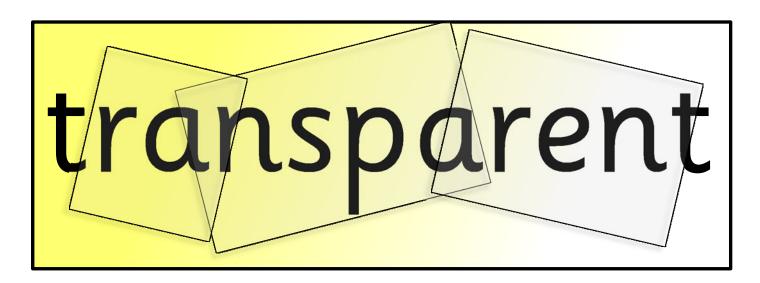
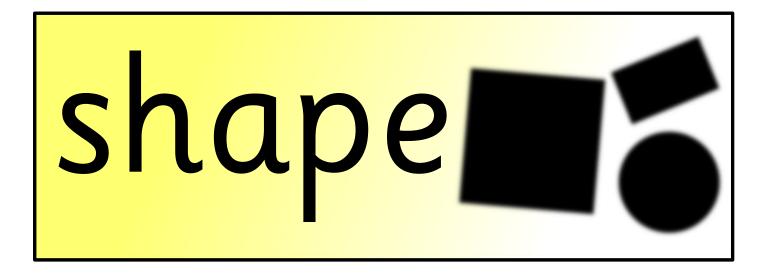


dark



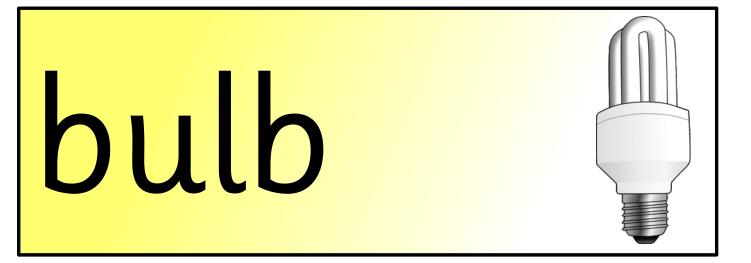


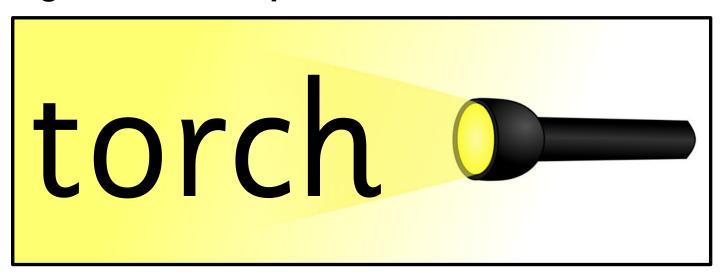


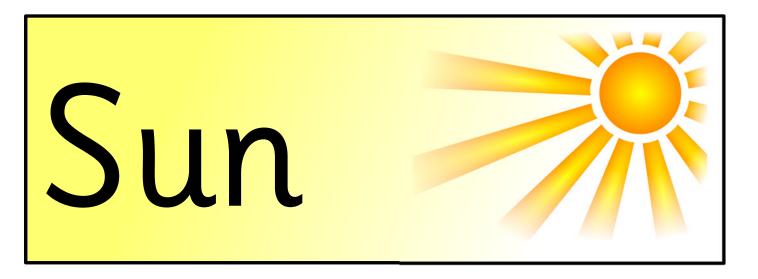


### similar

### light source







direction

colour

block

changes

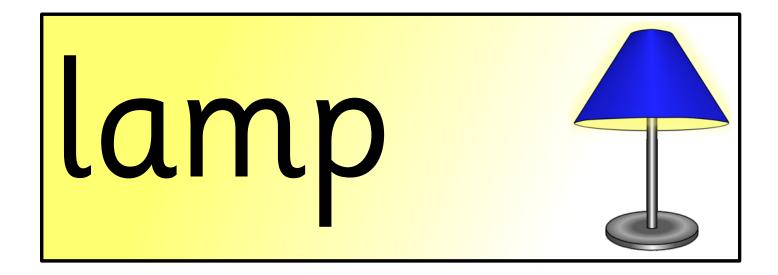
# bright

### light travels



# night

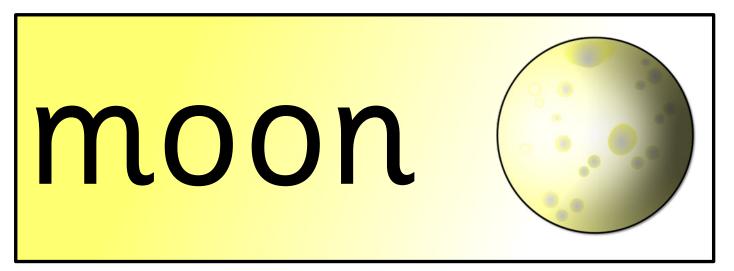
# object

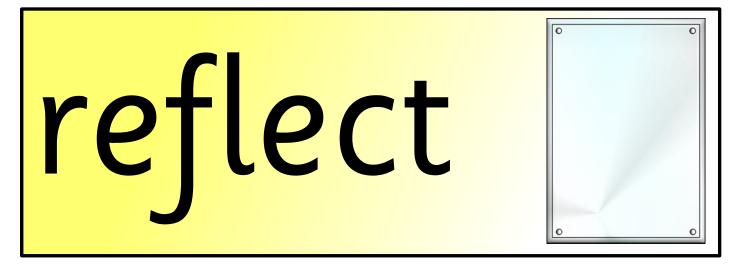


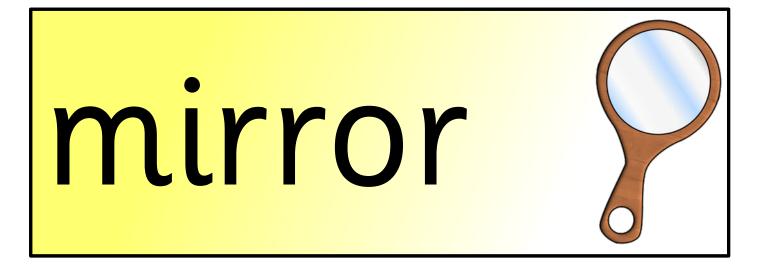
## longest

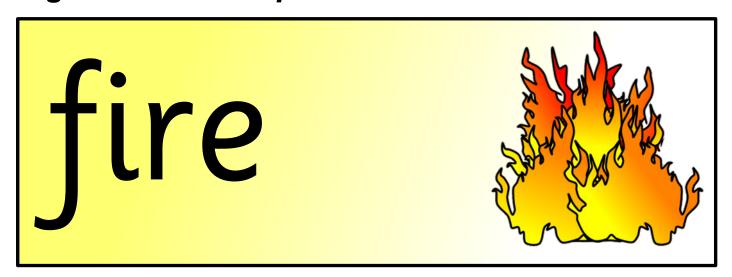
### shortest

shadow puppet









# flames

