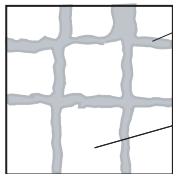


# Pseudomorph texture

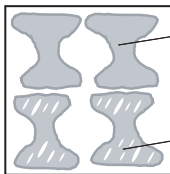
## Mesh rim



$\alpha$  = blue  
 $\gamma$  = yellow

$\alpha$  = blue  
 $\gamma$  = yellow  
Isotropic  
relict olivine

## Hourglass

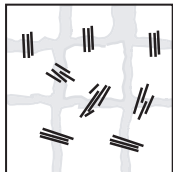


Uniform  
extinction

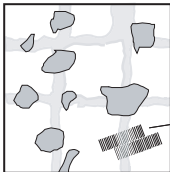
Mottled  
extinction

# Nonpseudomorph texture

## Interpenetrating



## Interlocking



Serrate  
vein