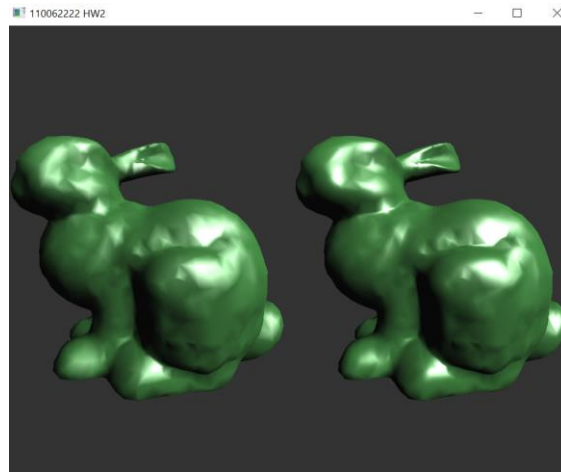


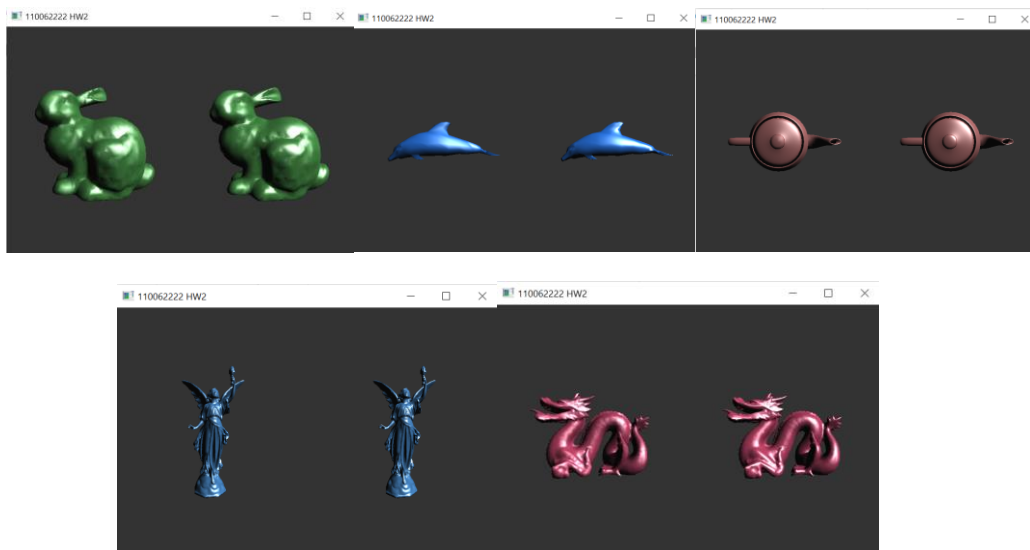
Assignment 2 Report

Some Screen Shot

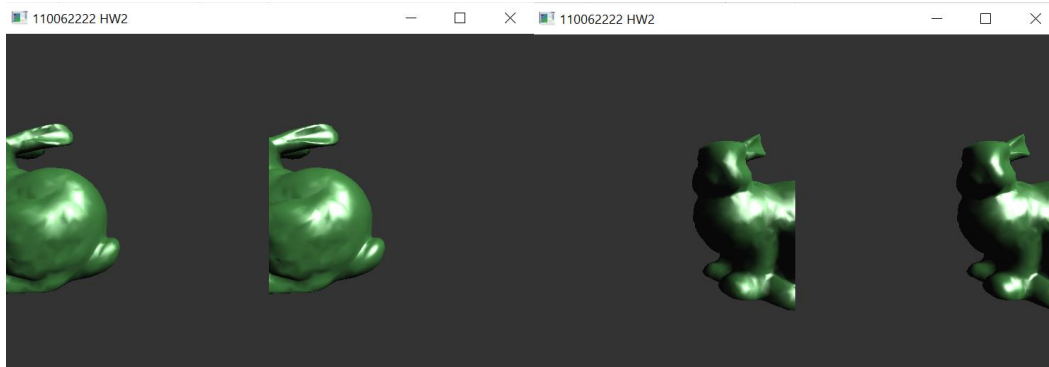
- Per Vertex Lighting vs Per Pixel Lighting



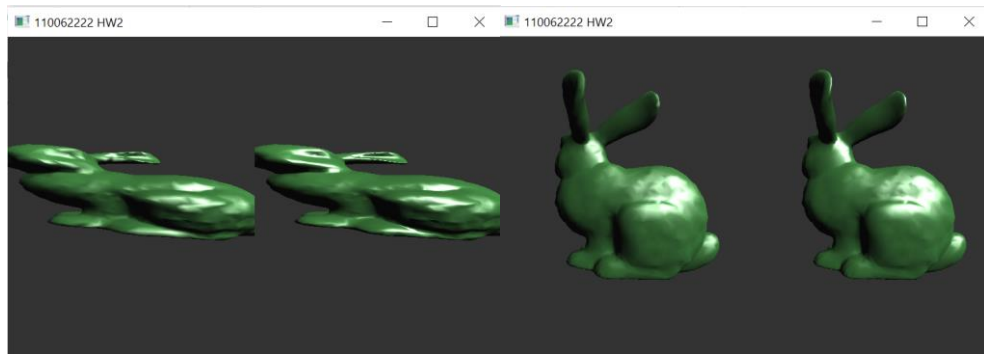
- Switch models



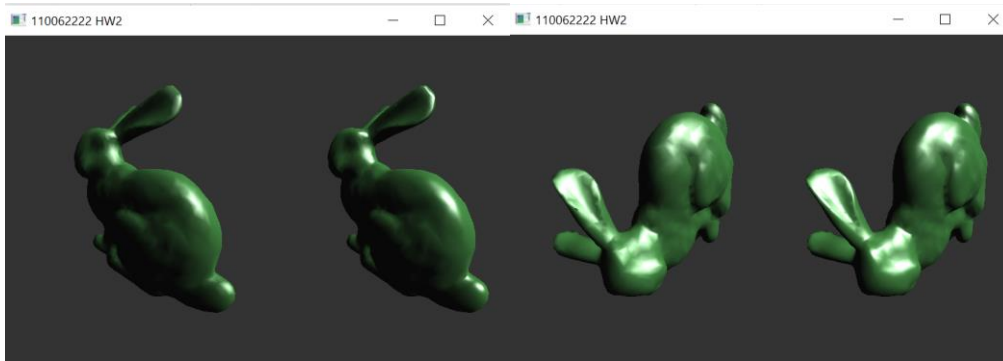
- Translation mode



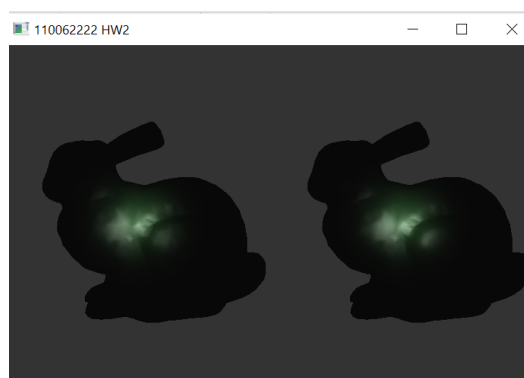
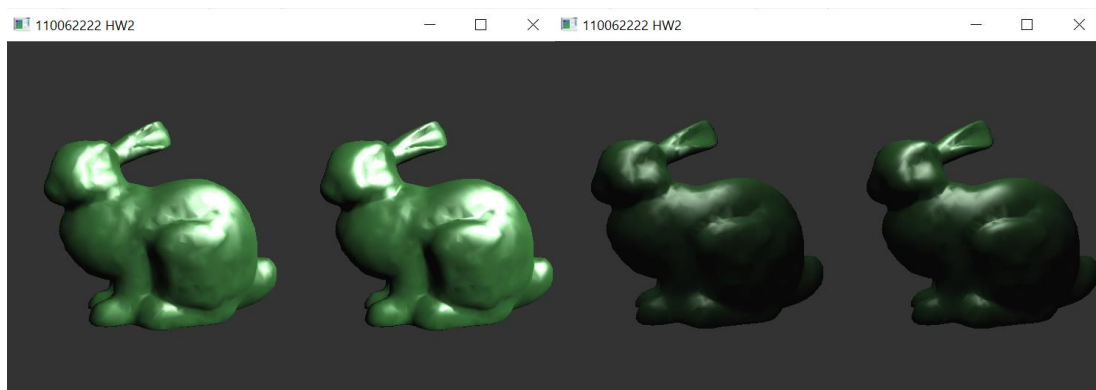
- Scale mode



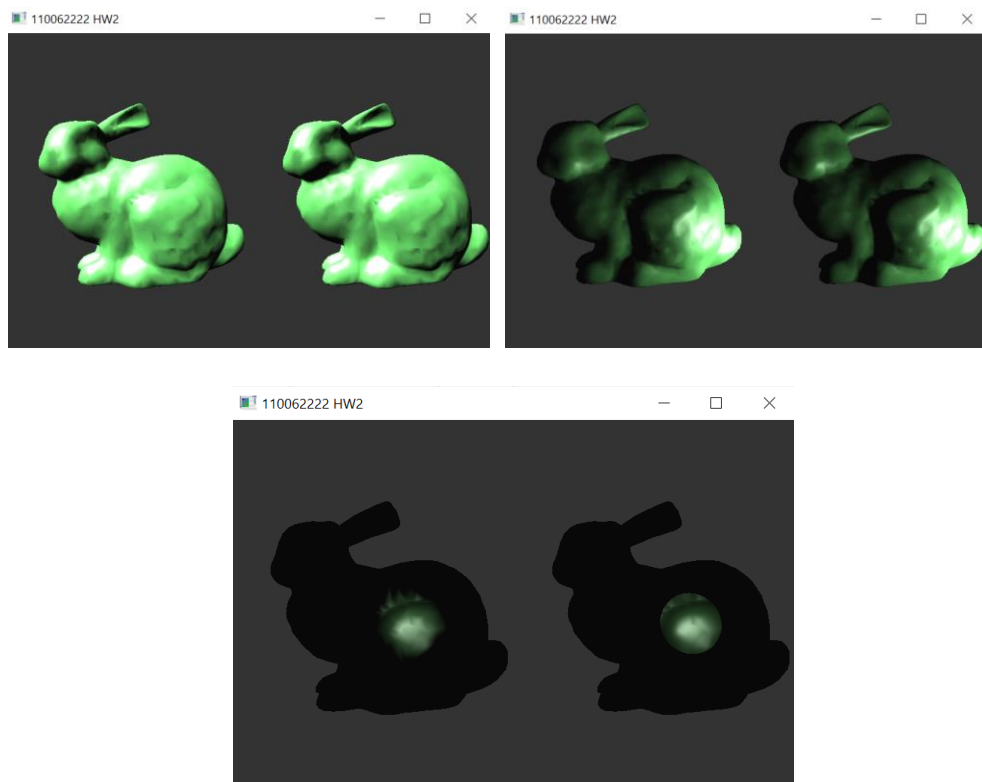
- Rotation mode



- Switch between directional/point/spot light



- switch to light editing mode



- switch to shininess editing mode



Description of your program control instructions

- Z/X: switch the model
- T: switch to translation mode
- S: switch to scale mode
- R: switch to rotation mode
- L: switch between directional/point/spot light
- K: switch to light editing mode
 - Apply change on X axis of light's position when mouse drag horizontally
 - Apply change on Y axis of light's position when mouse drag vertically
 - Apply change on diffuse intensity for directional or point light, cutoff angle for spot light when scroll the wheel
- J: switch to shininess editing mode
 - Apply change on shininess when scroll the wheel

Other special things I have done

Nothing