

# Homework Assignment

## Computer Graphics

### Assignment 2

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## 1 Exercise 2

## 2 Exercise 3

The Phong lighting model is used for *point light* sources. The light intensity levels in this case depend on the angle at which the light rays hit the surface. The smaller the angle between the ray and the surface normal, the higher resulting illumination.

Even though the Sun is to be considered a *point light* source, it is so far away that once the rays reach the moon they are almost perfectly parallel, behaving like a *directional light* source by irradiating the moon surface equally.

## 3 Exercise 4