**Hw3 tutorial**

[**https://drive.google.com/drive/u/1/folders/1jjRc3DVp5DiiJP9k8pTlXbsD7qIVS910**](https://drive.google.com/drive/u/1/folders/1jjRc3DVp5DiiJP9k8pTlXbsD7qIVS910)

**reflect - OpenGL 4 Reference Pages - Khronos Group**

[**https://www.khronos.org/registry/OpenGL-Refpages/gl4/html/reflect.xhtml**](https://www.khronos.org/registry/OpenGL-Refpages/gl4/html/reflect.xhtml)

**Computing the Reflection Vector with Directional Light source**

[**https://stackoverflow.com/questions/10630726/computing-the-reflection-vector-with-directional-light-source**](https://stackoverflow.com/questions/10630726/computing-the-reflection-vector-with-directional-light-source)

**rti56kt/nctu-intro.-of-computer-graphics**

[**https://github.com/rti56kt/nctu-intro.-of-computer-graphics/blob/master/HW3/Shaders/example.frag**](https://github.com/rti56kt/nctu-intro.-of-computer-graphics/blob/master/HW3/Shaders/example.frag)

**Basic Lighting**

[**https://learnopengl.com/Lighting/Basic-Lighting**](https://learnopengl.com/Lighting/Basic-Lighting)

**Outline effects in OpenGL**

[**https://stackoverflow.com/questions/12924188/outline-effects-in-opengl**](https://stackoverflow.com/questions/12924188/outline-effects-in-opengl)