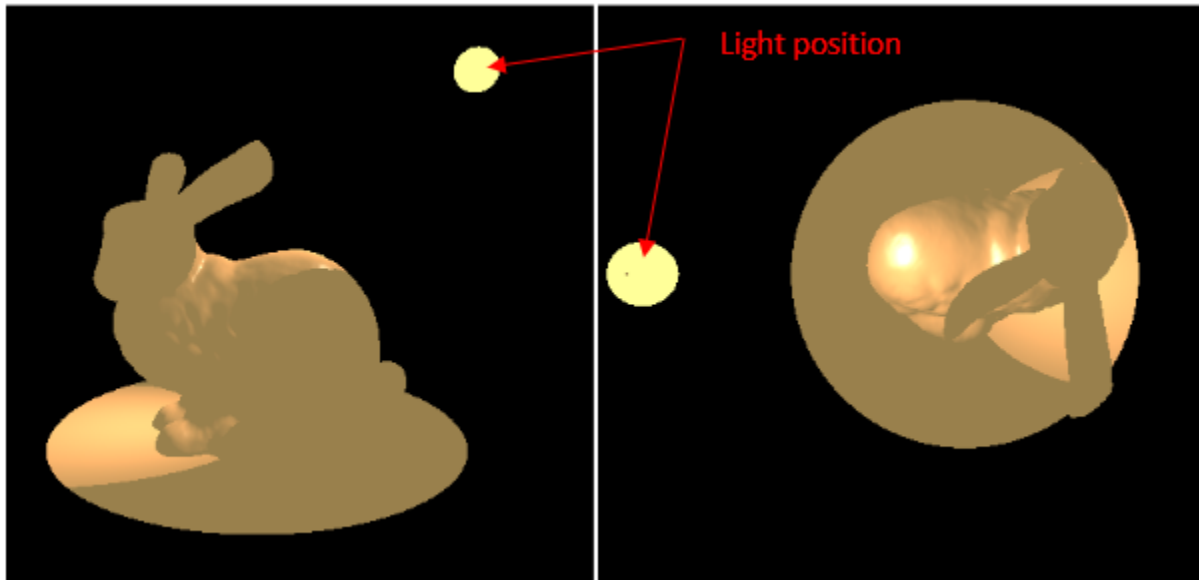


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CSCD 470 Spring 2022

Assignment 3 Spot Light Analysis



The cone is formed by a origin light source that uses spot directions, light positions, and more to make this light source. Once the light source is made, we use angles and light positions to have the light shine in a specific direction. When the light is shined on the desired position, the light bounces off the shined part of the model and into the camera view, where we can see where the light is shining. We have the light always reflect the camera so that no matter what x,y,z position the camera is at, the light will always bounce to its view.

Observe in the right image, the light source is behind the bunny, but the light position, it will shine towards and around the rabbit model and in the left image, we see that same thing happen but in a top view position, this shows that no matter where we look at the bunny, the light will always reflect to the camera view