Reflectance = Diffuse + (Glossy specular)

② $I = I_{diffuse} + I_{specular}$

The reflection of light can be roughly categorized into two types: specular reflection and diffuse reflection

$I_{diffuse} = K_d (n \cdot l)$

$I_{specular} = K_s \cos(n,h)^p$

$I_{diffuse} = K_d (n \cdot l)$ {
- diffuse reflection is the same every direction (Lambert model)
- $K_d$ → is the diffuse colour of the point, it also depends on the wavelength
- $(n \cdot l)$ → takes into account the effiency of the radiance on the surface


$I_{specular} = K_s \cos(n,h)^p$ {
- the most basic specular model is glossy reflection, where (Blinn-phong) model
- $h = \frac{l+v}{\|l+v\|}$
- p → is the glossiness
- $K_s$ → specular colour of the point