

②

$$I = I_{\text{diffuse}} + I_{\text{specular}}$$

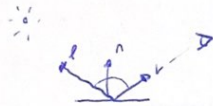
$$I_{\text{diffuse}} = K_d (n \cdot l)$$

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

diffuse reflection is the same every direction (Lambert model)

$K_d \rightarrow$  is the diffuse colour of the point, it also depends on the wavelength

$(n \cdot l) \rightarrow$  takes into account the efficiency of the radiance on the surface



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

the most basic specular model is glossy reflection, where (Blinn-Phong) model

$$h = \frac{l + v}{\|l + v\|}$$

$p \rightarrow$  is the glossiness

$K_s \rightarrow$  specular colour of the point

