- Q1. Ambient Reflection

  Diffuse Reflection a, b

  Specular Reflection a, b, c
- Qz. In Phong Illumination, specifically, the specular reflection  $\sum_{i=1}^{s} k_i I_i \cos^n \phi$  if you increase the parameter n, you will get the effect
- 03. (a)  $kd = 0.6 \ \text{Is} = 1$ Lighting Vector  $\overrightarrow{l} = \frac{(10-1, 10-10, 1-1)}{9} = (1, 0, 0)$ Normal Vector  $\overrightarrow{N} = \frac{(1, 0, 1)}{\sqrt{z}} = (\frac{1}{z}, 0, \frac{1}{z})$ the diffuse reflection is  $kd. \ \text{Is}. (N.L)$   $0.6 \times 1 \times \frac{1}{z} = \frac{37}{10}$ 
  - (b) lighting vector  $\overrightarrow{L} = \frac{(10-X, 0, 1-2)}{\sqrt{(10-X)^2+(1-2)^2}}$ Since  $X+2-2=0 \Rightarrow X=2-2$   $\overrightarrow{L} = \frac{(8+2, 0, 1-2)}{\sqrt{(8+2)^2+(1-2)^2}} = \frac{(8+2, 0, 1-2)}{\sqrt{22^2+142+65}}$ then we have  $\frac{\sqrt{2}}{2} = \frac{\sqrt{2}}{\sqrt{22^2+142+65}}$  $\Rightarrow 1 = \frac{8+2+1-2}{\sqrt{22^2+142+65}}$

 $\Rightarrow 8|=22^{2}+142+65 \Rightarrow 2^{2}+72-8=0 \Rightarrow (2-1)(2+8)=0 \Rightarrow 2=8$ thus another (-6,10,8) has the same diffuse reflection Q4. ka = 0.1 kd = 0.7 ks = 0.2 N = 2 1s = 1 1a = 1 observer (20,0,0) point light (8,10,10) object (0,0,0)

the point is (2,0,0)

- ① ambient reflection = Ia. ka=0.1lighting vector L = (3, 5, 5) normal vector N = (1,0,0)
- @ diffuse reflection = kd. Is  $(\vec{N} \cdot \vec{L}) = 0.7 \times 1 \times \frac{3}{15} = 0.7 \times \frac{3}{15} = 0.27$

Viewing vector  $\overrightarrow{V} = (1,0,0)$ reflected vector  $\overrightarrow{R} = 2 \cdot (\overrightarrow{N} \cdot \overrightarrow{L}) \cdot (\overrightarrow{N} - \overrightarrow{L})$  $\overrightarrow{V} \cdot \overrightarrow{R} = 1 \cdot 2 \cdot (\overrightarrow{R}) \cdot (1 - \overrightarrow{R}) = \frac{6}{15} - \frac{19}{15}$ 

3 specular reflection= Is.ks.  $(\overrightarrow{IR})^n$ =  $(\times 0.2) \times (\sqrt{\frac{6}{159}} - \frac{18}{59})^2 = 0.045$ 

The sum is 01+0,273+0,045=0,418