

## **B Group:**

### **Class work 01:**

Draw a simple cube by defining Normal on each face and apply the only green material properties on it. Use a white light in your scene.

### **Class work 02:**

Set a white spot light in the scene. Move the viewer (not the object) along the Z axis and observe the specular effect.

**(Use your own defined transformation functions. In case of rotation matrix, convert the degree to radian first.)**