

Computer Graphics HW2 Report Lighting

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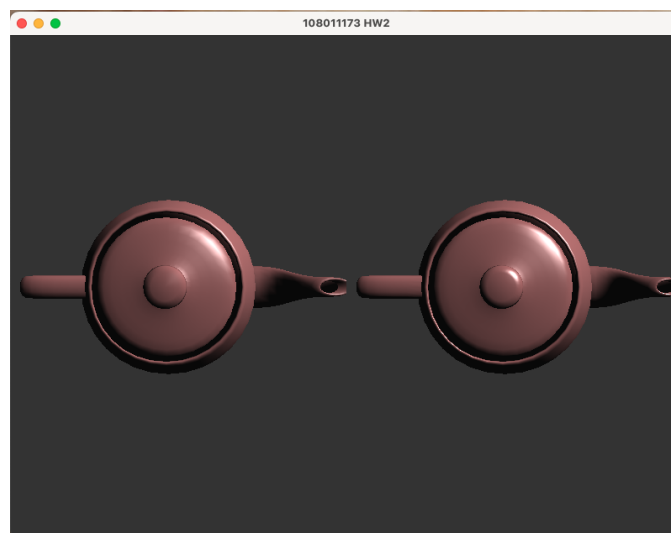
Control Instructions

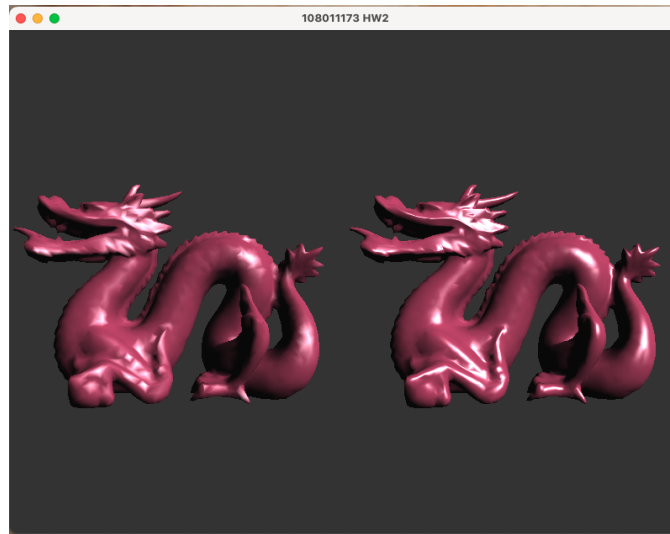
1. **Z / X** : switch to the previous or the next image

- Description :

Press “ X ” to the next image and “ Z ” to the previous one.

- Screenshot:





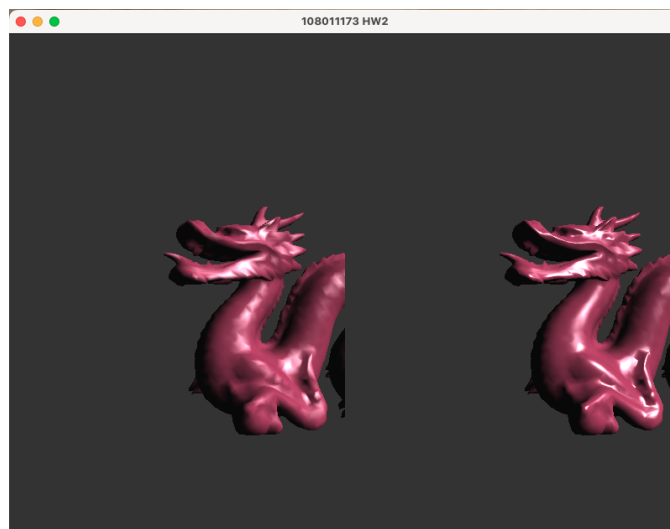
2. **T** : switch to translation mode

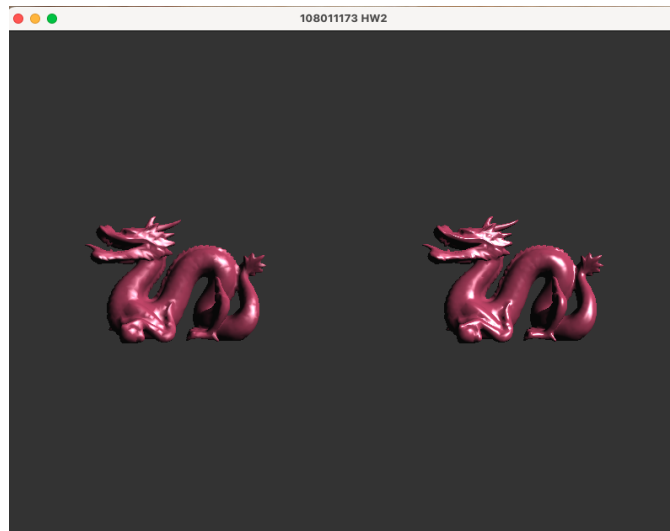
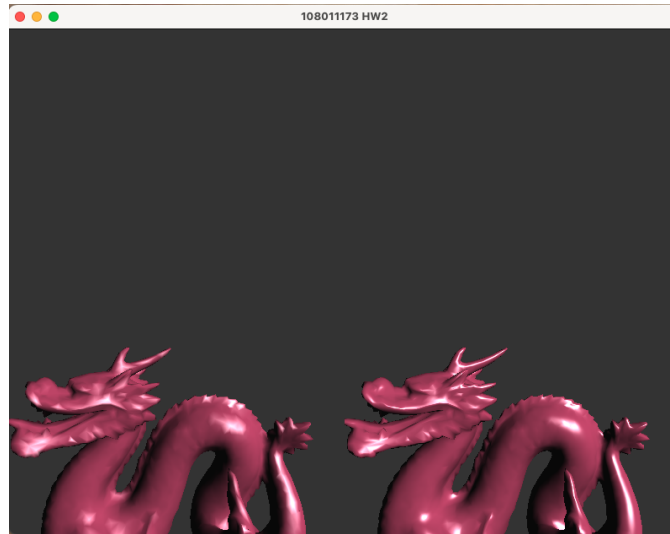
- Description :

Press “ T “ to switch to translation mode.

- Press the left bottom of the mouse and drag it, and we can do the translation along x & y axis respectively.
- Scroll the mouse wheel, and we can do the translation along the z-axis.

- Screenshot :





3. **S** : switch to scale mode

- Description :

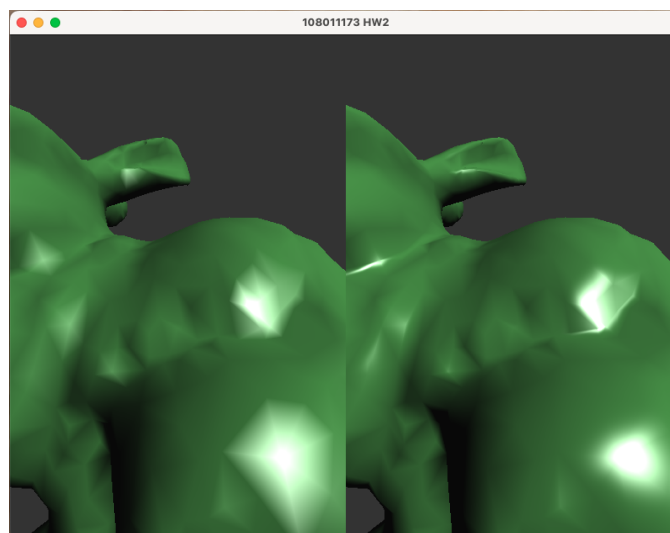
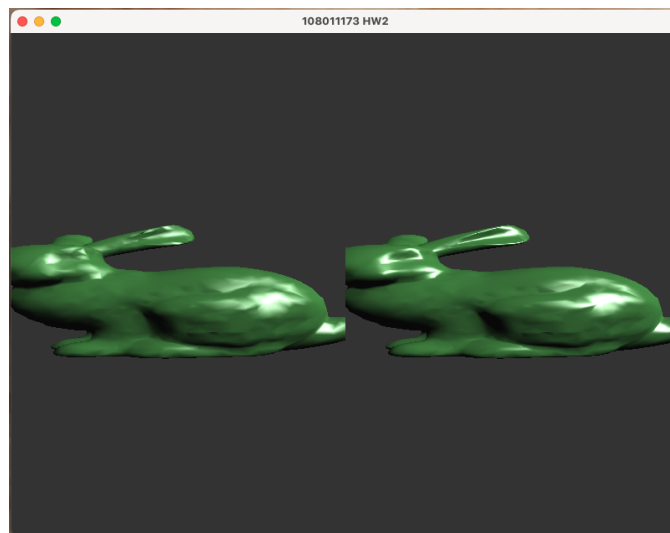
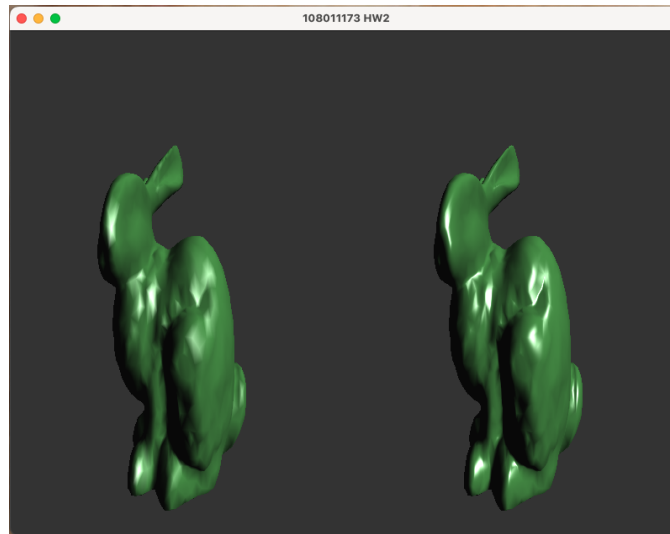
Press "S" to switch to scale mode

- Press the left bottom of the mouse and drag it, and we can do the scaling along the x & y axis respectively.

(For x: left drag → Shrink along x ; For y: down drag → Shrink along y)

- Scroll the mouse wheel, and we can do the scaling along the z-axis.

- Screenshot :



4. **R** : switch to rotation mode

- Description :

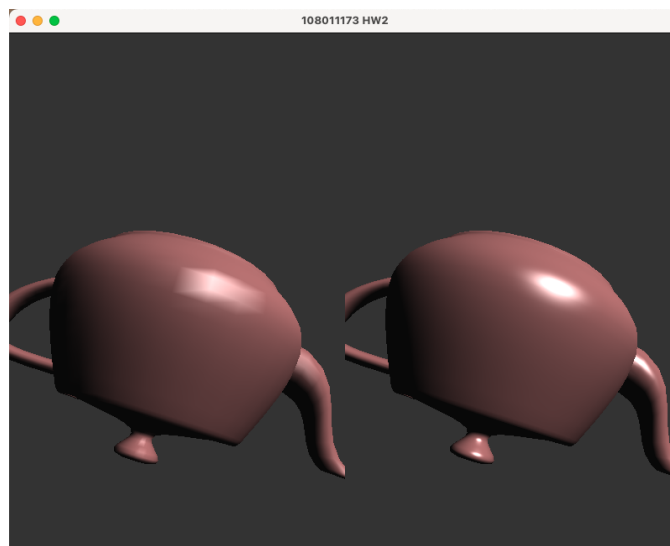
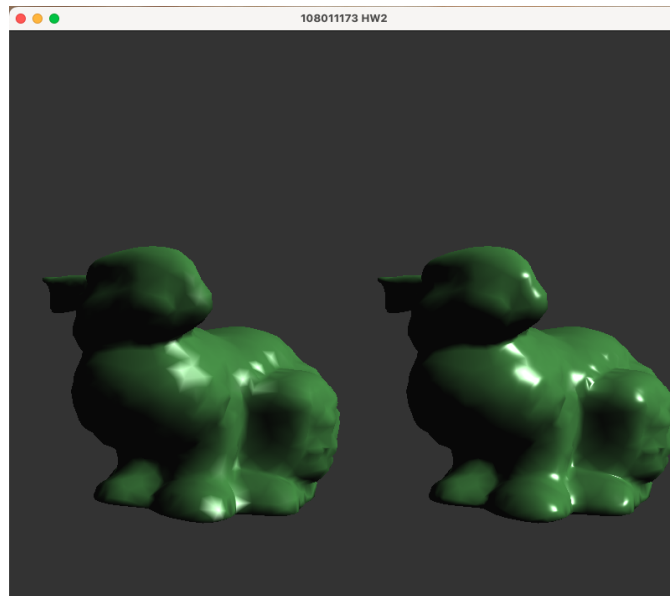
Press “R” to switch to rotation mode

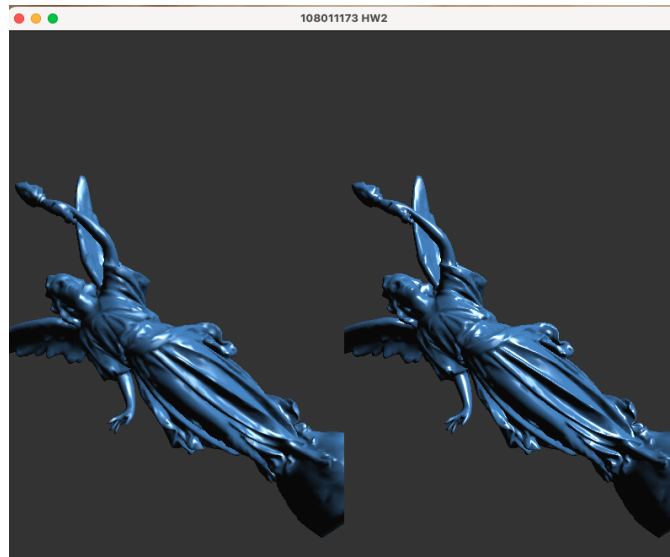
- Press the left bottom of the mouse and drag it, and we can do the rotation along the x & y axis respectively.

(For x: left drag → Rotate along x ; For y: down drag → Rotate along y)

- Scroll the mouse wheel, and we can do the rotation along the z-axis.

- Screenshot :





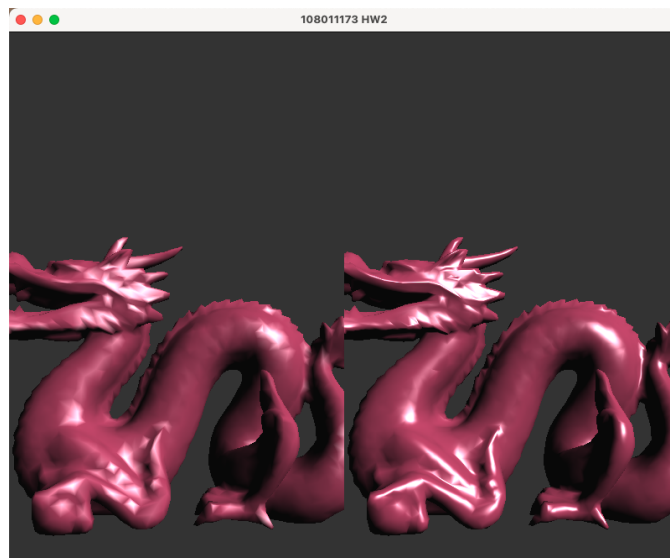
5. **L** : switch between directional light, point light, and spotlight

- Description :

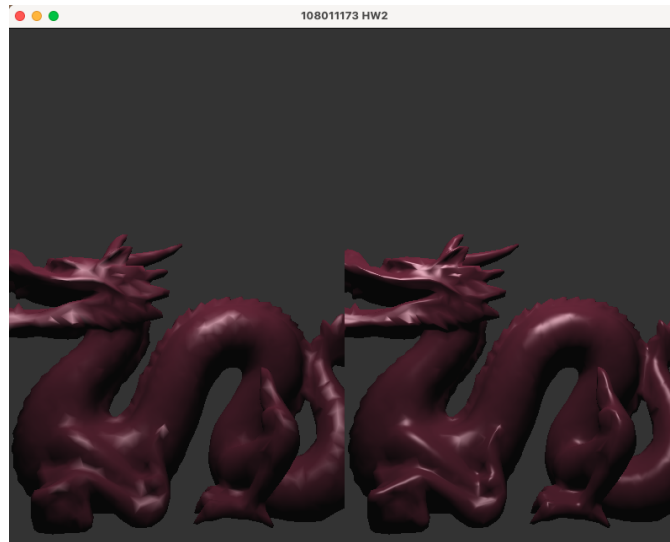
Press "L" to switch between different light sources

- Screenshots :

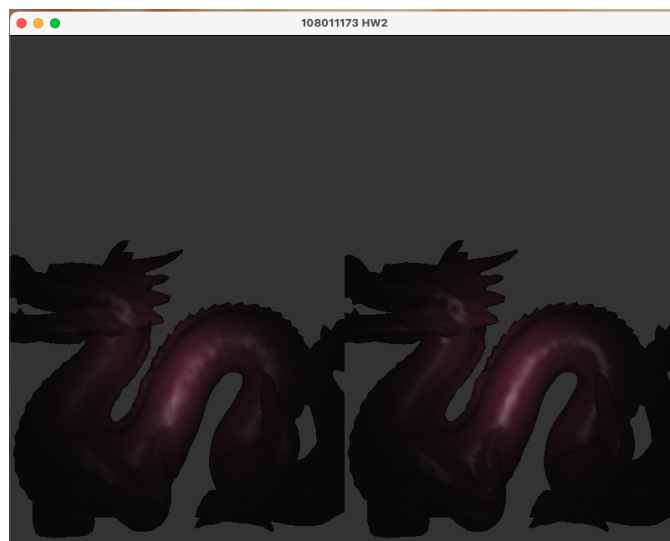
Directional light



Point light



Spotlight



6. **K** : switch to light editing mode

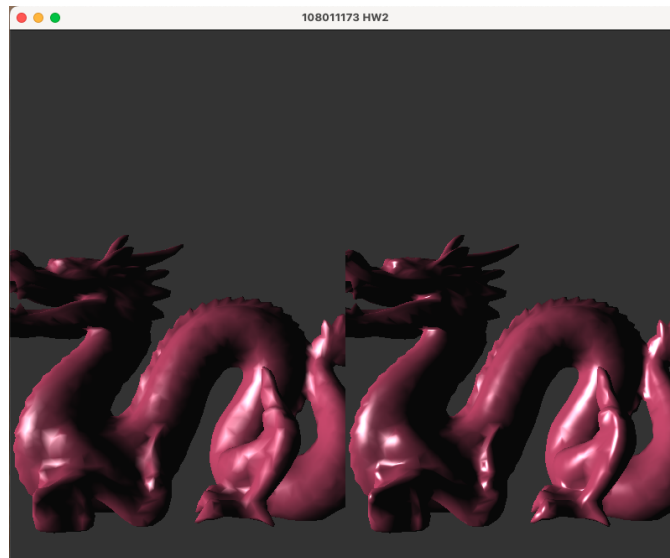
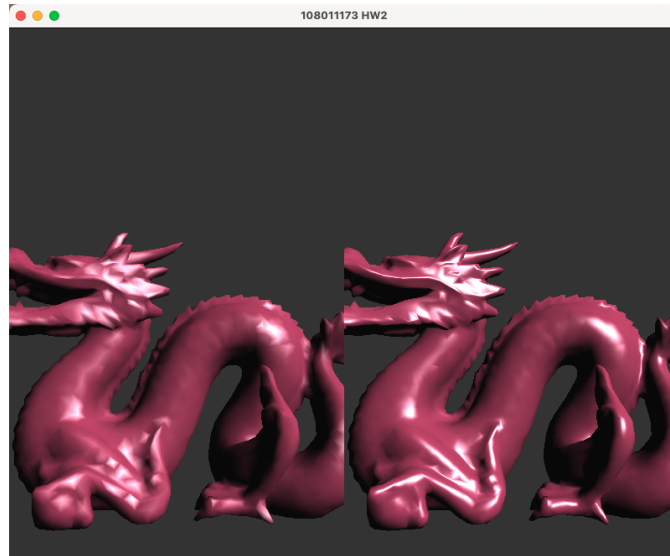
- Description :

Press “K” to do the light editing, and press the left bottom of the mouse and drag it, we can change the position of the light sources.

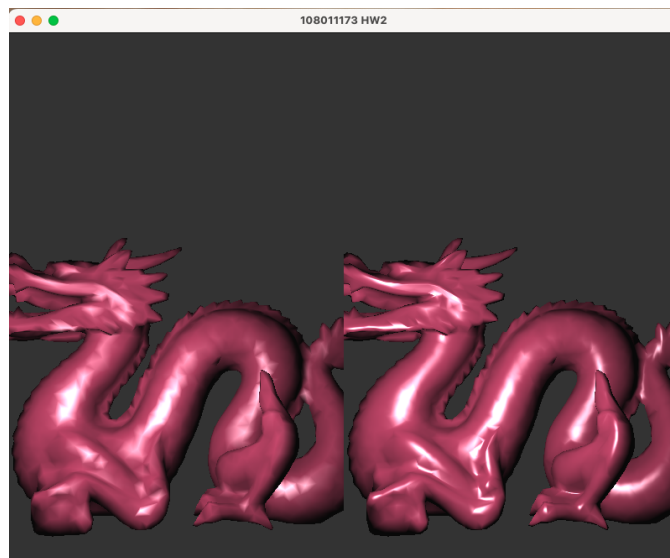
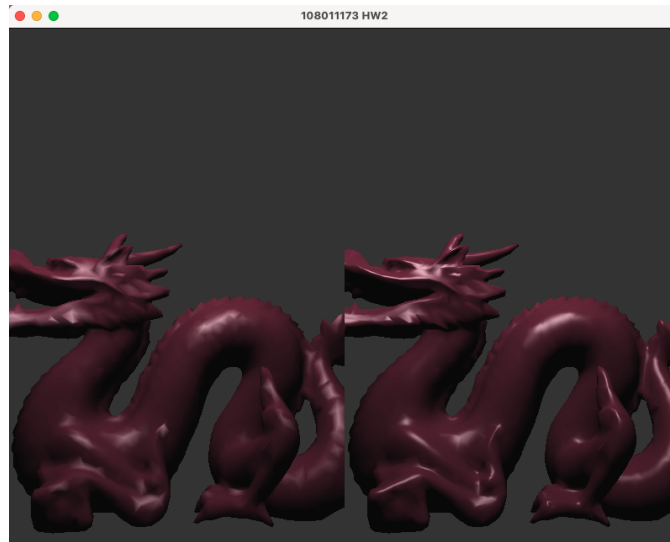
- For directional & point light: Scroll the mouse wheel, and we can change the brightness of the light sources respectively.

- For spotlight: Scroll the mouse wheel, and we can change the range to be illuminated of the object.
- Screenshots :

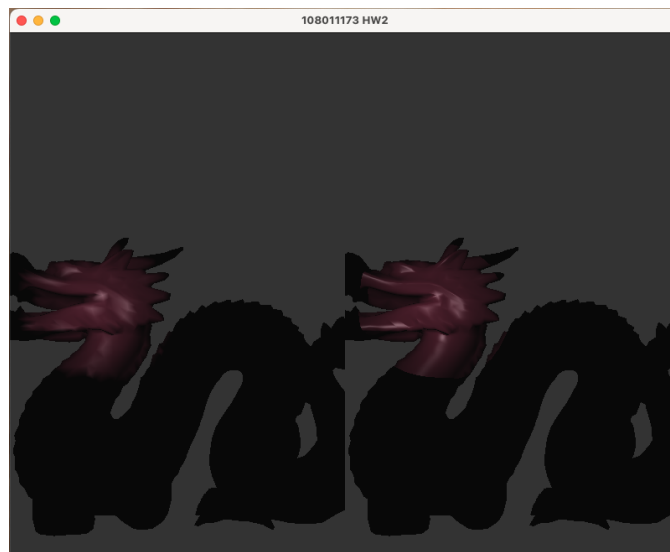
Directional light



Point light



Spotlight



7. **J** : switch to shininess editing mode

- Description :

After pressing “J” button, we can do the shininess editing by scrolling the wheel of the mouse.

- Screenshot :

