These past two weeks we talked about lighting. We talked about many different lighting effects on surfaces. There is transmission which is another word for transparent like the glass which the lights pass through. Specular is like a reflective surface it hits then bounces in the other direction. Diffuse has the light hit and then it bounces in every direction. Absorption is pretty self-explanatory it absorbs the light and emission emits light, which is the source of light. We talked a little about light mapping which is used because the light rays take a while to bounce between the objects. It preloads the light and makes it a texture so it looks like light but it isn't. Phong lighting uses three different lighting techniques and combines them. It uses Ambient, Diffuse, and Specular lighting.

The second week we talked about different light sources. Point, Directional, and Spot lights. Directional lighting has light just constantly coming from the same direction, it doesn't matter if the light moves it will look the same. Spot acts as a spotlight it only lights up the area it is looking at. Point lights emit light in all directions from a single point. We also talked about dithering. Dithering is used when an image looks bad even though the lighting quality is good. People use dithering to make the image worse to make it look more realistic. We also talked about shading models. Gouraud isn't being used anymore that much anymore. Flat and Phong shading are more popular. Phong looks more realistic but Flat has a more artistic approach.

I did not talk to the TA or Professor these weeks. I also did not seek help from my partner these past two weeks.
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