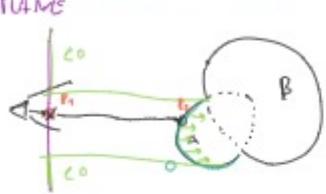


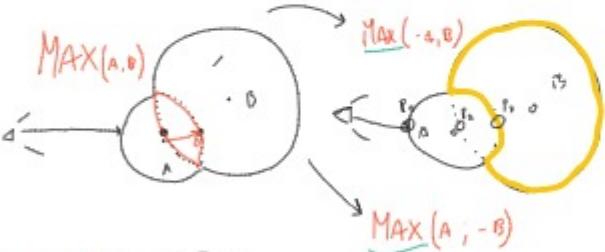
$\text{MIN}(-A; B)$



$$P_1 = \left\{ \begin{array}{l} A = 20 \Rightarrow <0 \\ B = 20 \end{array} \right\} <0 \text{ DISGONO}$$

$$P_2 = \left\{ \begin{array}{l} A = 0 \\ B = 20 \end{array} \right\} 0 \text{ DISGONO}$$

$\text{MAX}(A, B)$

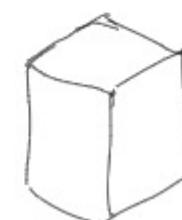
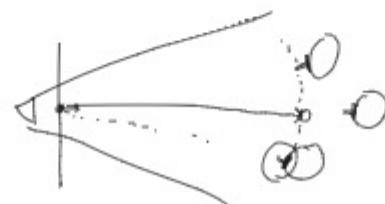


$$P_1 = \left\{ \begin{array}{l} A = 0 \\ B = 20 \end{array} \right\} \text{ FUORI} \rightarrow \text{NUN DISGONO}$$

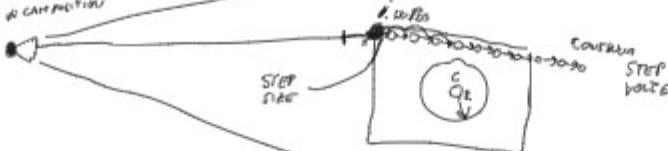
$$P_2 = \left\{ \begin{array}{l} A = <0 \\ B = 0 \end{array} \right\} \text{ FUORI}$$

$$P_3 = \left\{ \begin{array}{l} A = 0 \\ B > 0 \end{array} \right\} \text{ SUL RICCO} \text{ DISGONO}$$

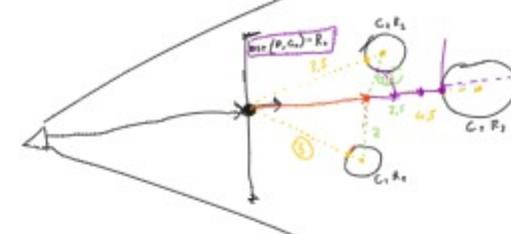
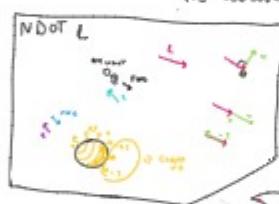
$\text{MIN}(A, B)$



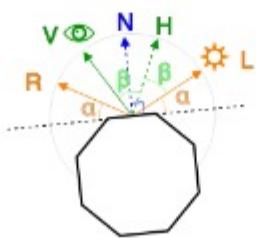
NO CLIPPING



STEP SIZE
STEP VALUE
PN PESANTE IN
PN RIDUCENTE



SENT \Rightarrow SHADER
 $\text{MIN}(A, B), \text{MIN}(C, D)$



N = NORMALI

L = POS LUCE

R = RIPPLESSO

V = POS CAMERE

H = SPECULARITA'

Glossy = SI HA GUARDO "VOLUME"
 $H = R$ SONO "VOLUME"