

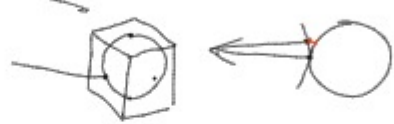
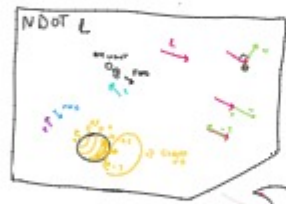
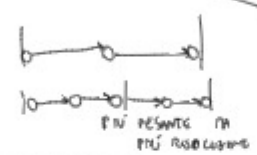
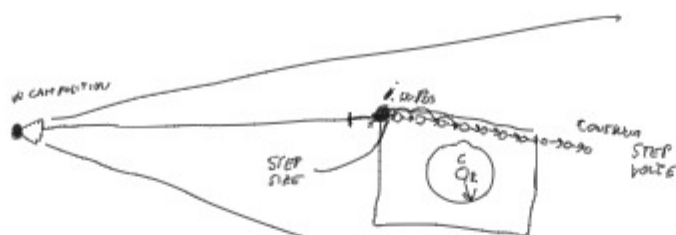
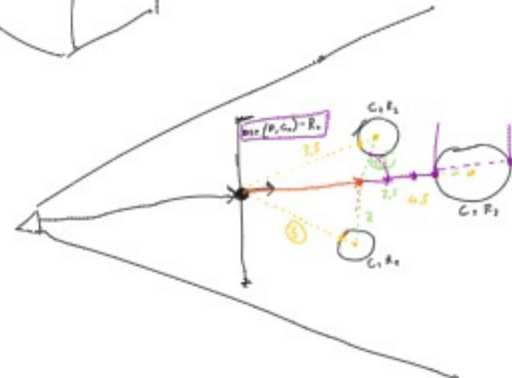
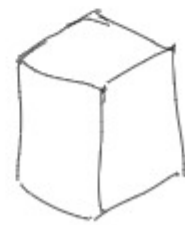
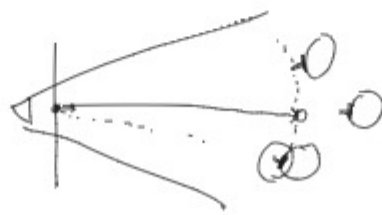
$$P_1 = \begin{cases} A = >0 \Rightarrow <0 \\ B = >0 \end{cases} <0 \text{ Distance}$$

$$P_2 = \begin{cases} A = 0 \\ B = >0 \end{cases} 0 \text{ Distance}$$

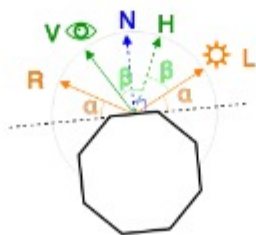
$$P_1 \begin{cases} A = 0 \\ B = >0 \end{cases} \text{Fuori} \rightarrow \text{non Distance}$$

$$P_2 \begin{cases} A = <0 \Rightarrow >0 \\ B = 0 \end{cases} \text{Fuori}$$

$$P_3 \begin{cases} A = 0 \\ B < 0 \end{cases} \text{Sul Retro Distance}$$



$$\text{dot}(n, d) = \begin{cases} \text{dot}(n, d) > 0 \\ \text{dot}(n, d) < 0 \end{cases}$$



$N = \text{NORMAL}$   
 $L = \text{POS LUCE}$   
 $R = \text{RIFLESSO}$   
 $V = \text{POS CAMERA}$   
 $H = \text{SPECULARITA'}$   
 $\text{Glossy} = \text{SI HA GLOSSO}$   
 $H \in R \text{ Sono "virtual"}$

$\text{SHADER}$   
 $\text{dot}(n, d) = \text{dot}(n, d)$