TDT4230 - Graphics and Visualization

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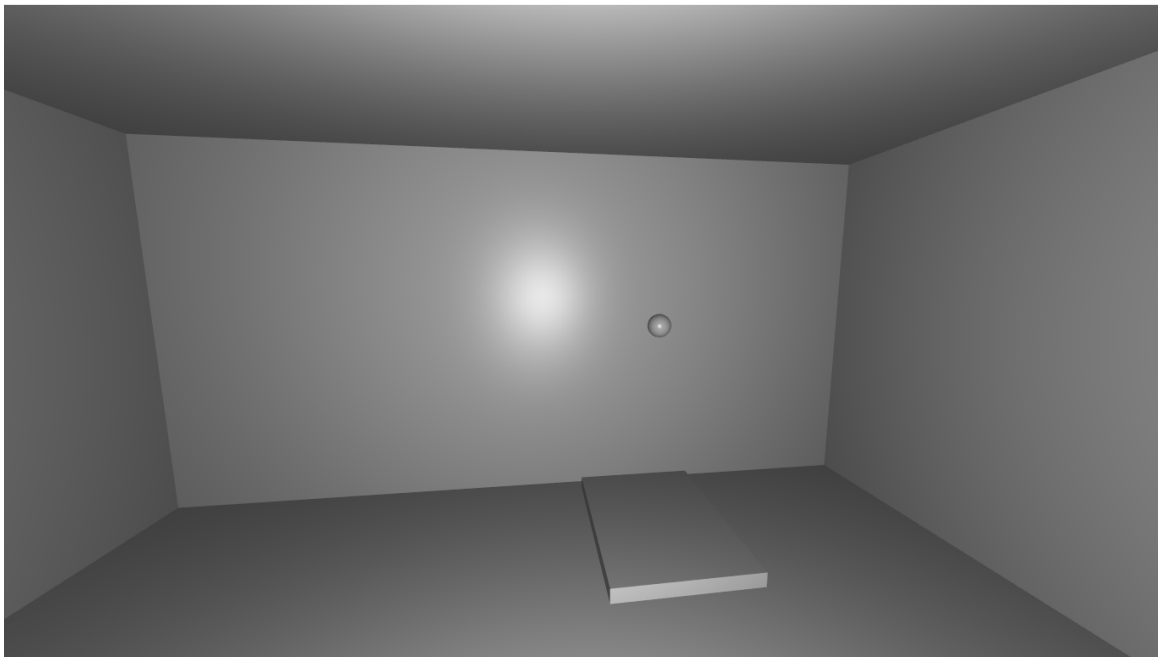
1j

Figure 1: Task 1j showing base Phong lighting.
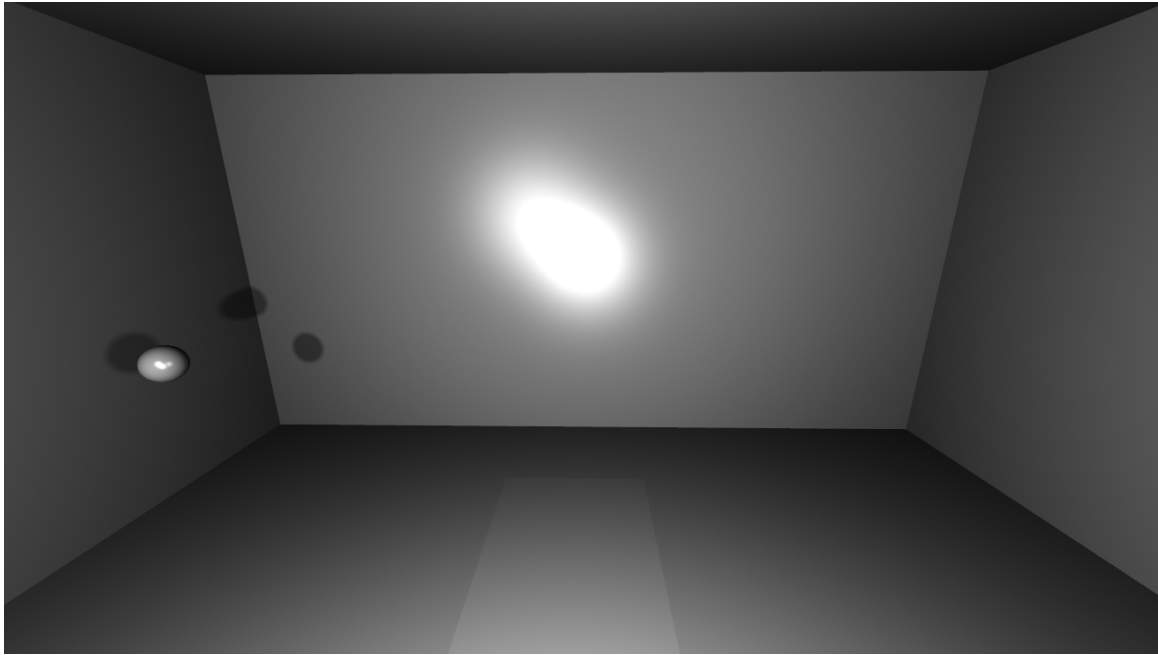
2c

Figure 2: Task 2c showing ball shadow casting based on reject and radius.
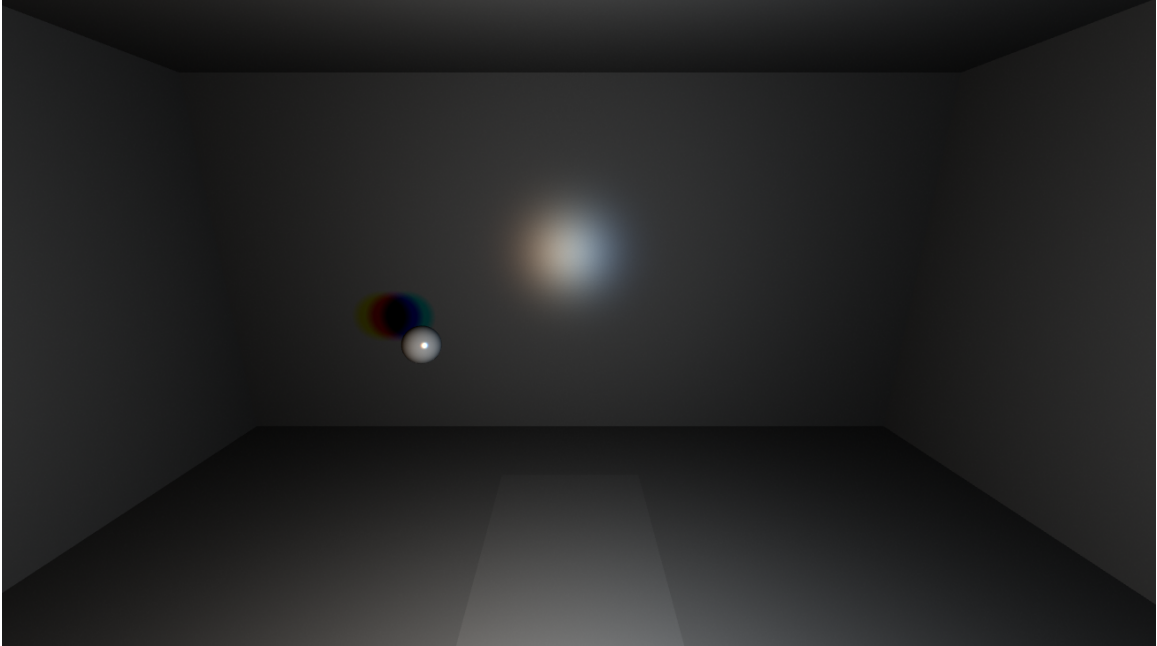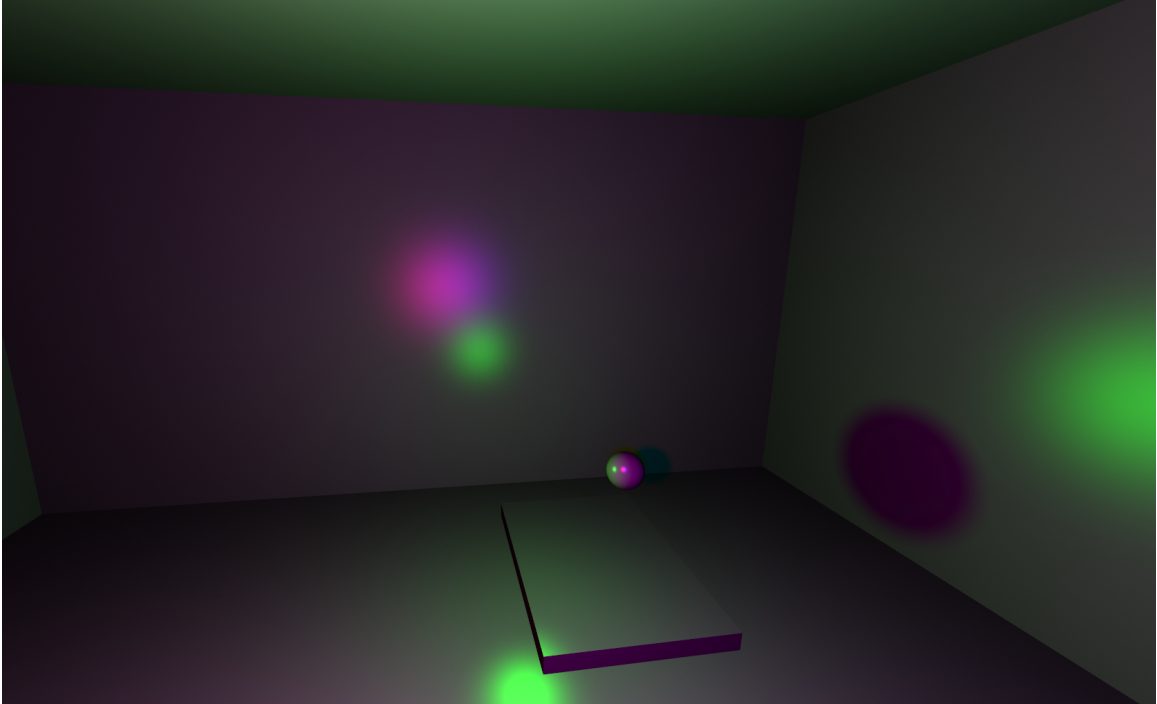
3b

Figure 3: Task 3b showing colored lights with a slight offset.

4

Figure 4: Task 4 showing soft shadow edges.