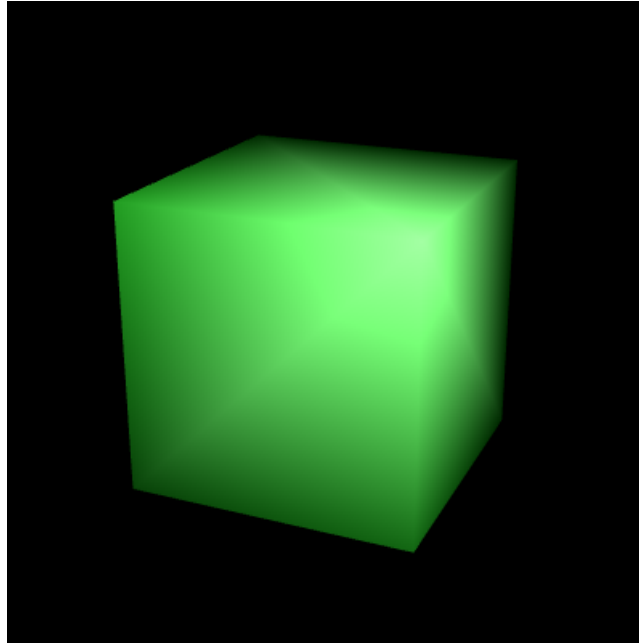


Exercise

Create a lighted cube (Phong LRM, Gouraud Shading, Directional Light)



Create a lighted cube (Phong LRM, Phong Shading, directional light)

