

# SCREENSHOTS

Ply models used : apple.ply and trashcan.ply.  
Three light sources used: point source, directed light and a spotlight as headlight.  
Intermediate maps used : Spherical Maps for apple  
Cylindrical Maps for trashcan

The models are bounded in a wooden room and are placed on the floor.

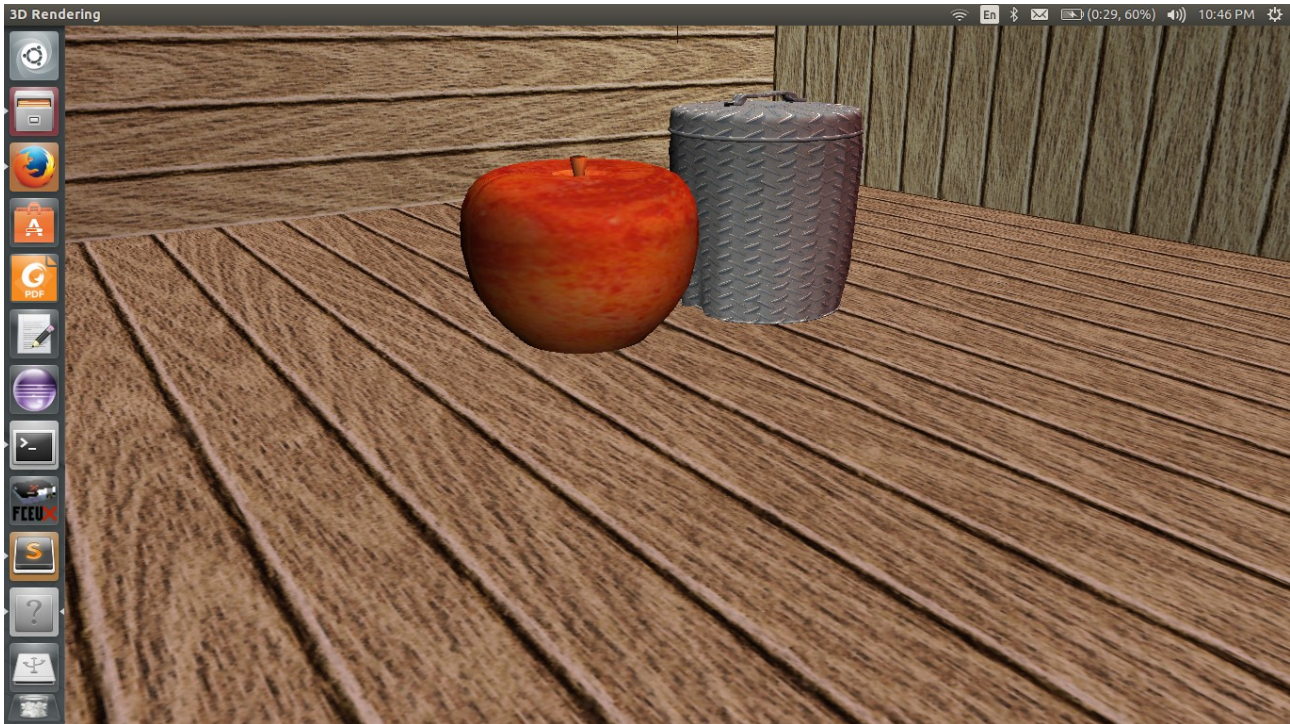


Fig 1: All three light sources present

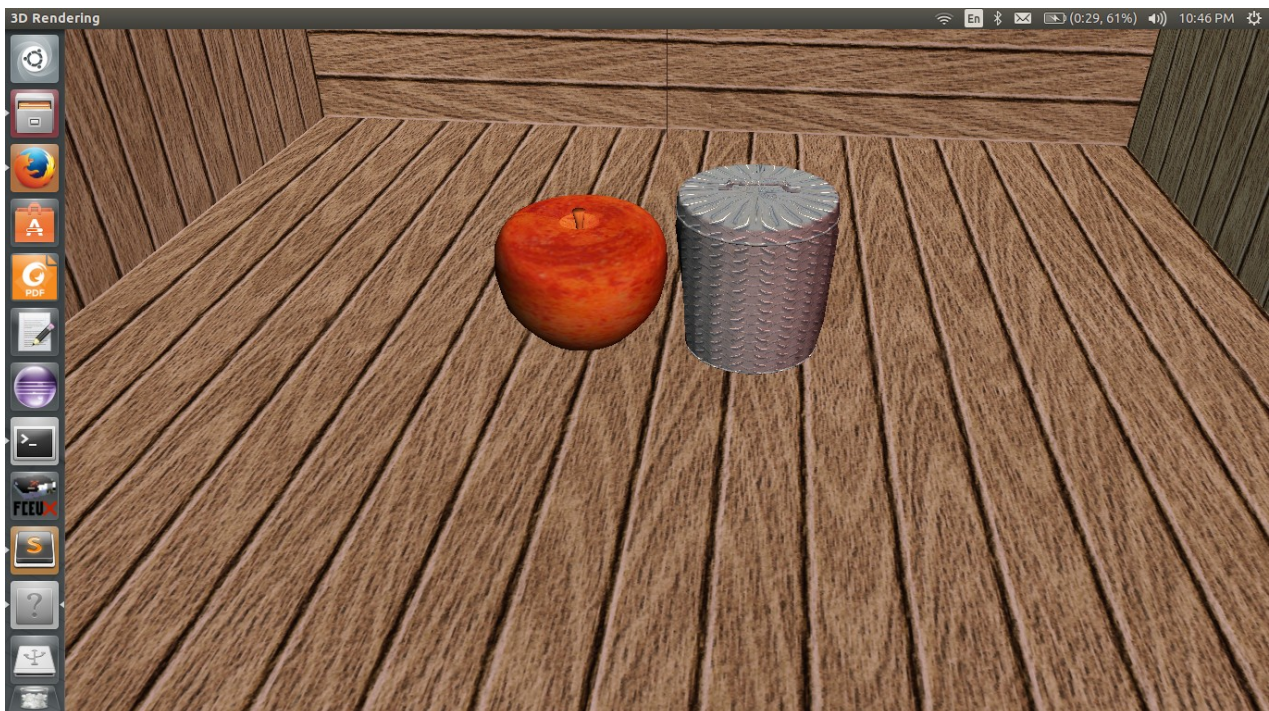


Fig 2: Moved the camera using mouse motion





Fig 3: Point light source turned OFF



Fig 4: Both point source and directed light sources OFF.  
Only headlight ON.



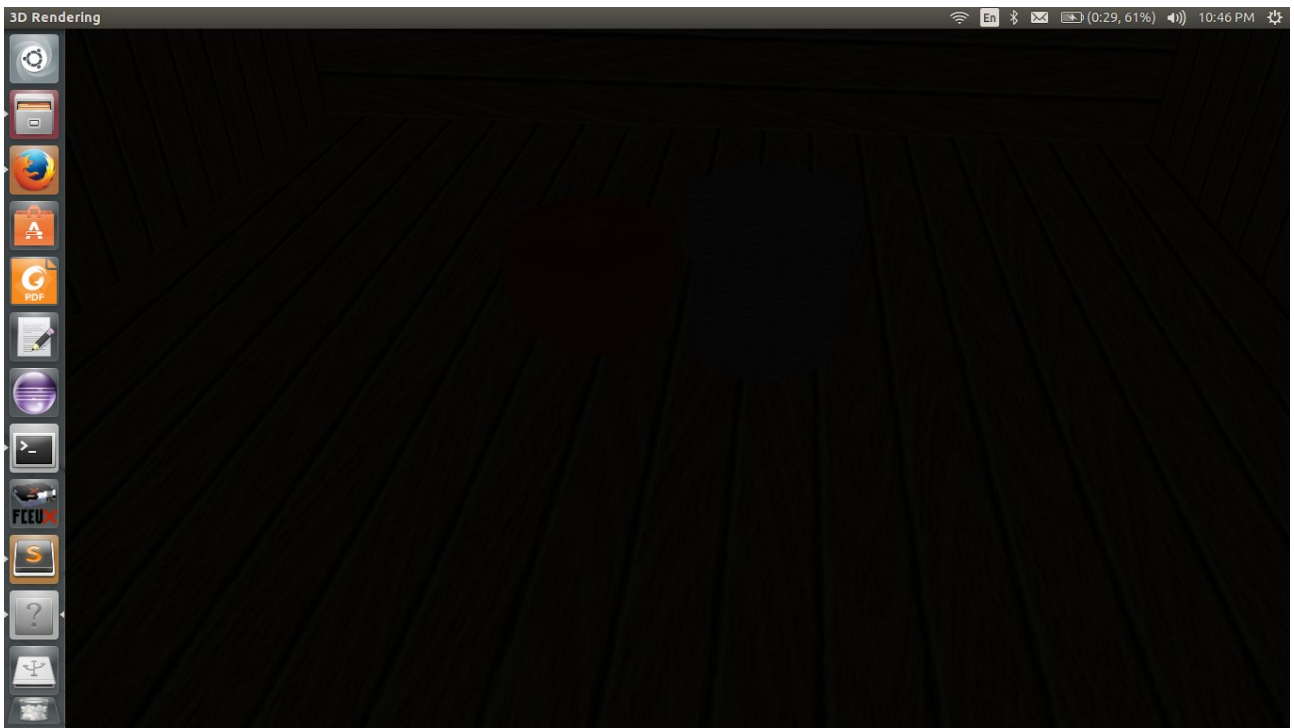


Fig 5: All lights turned OFF.

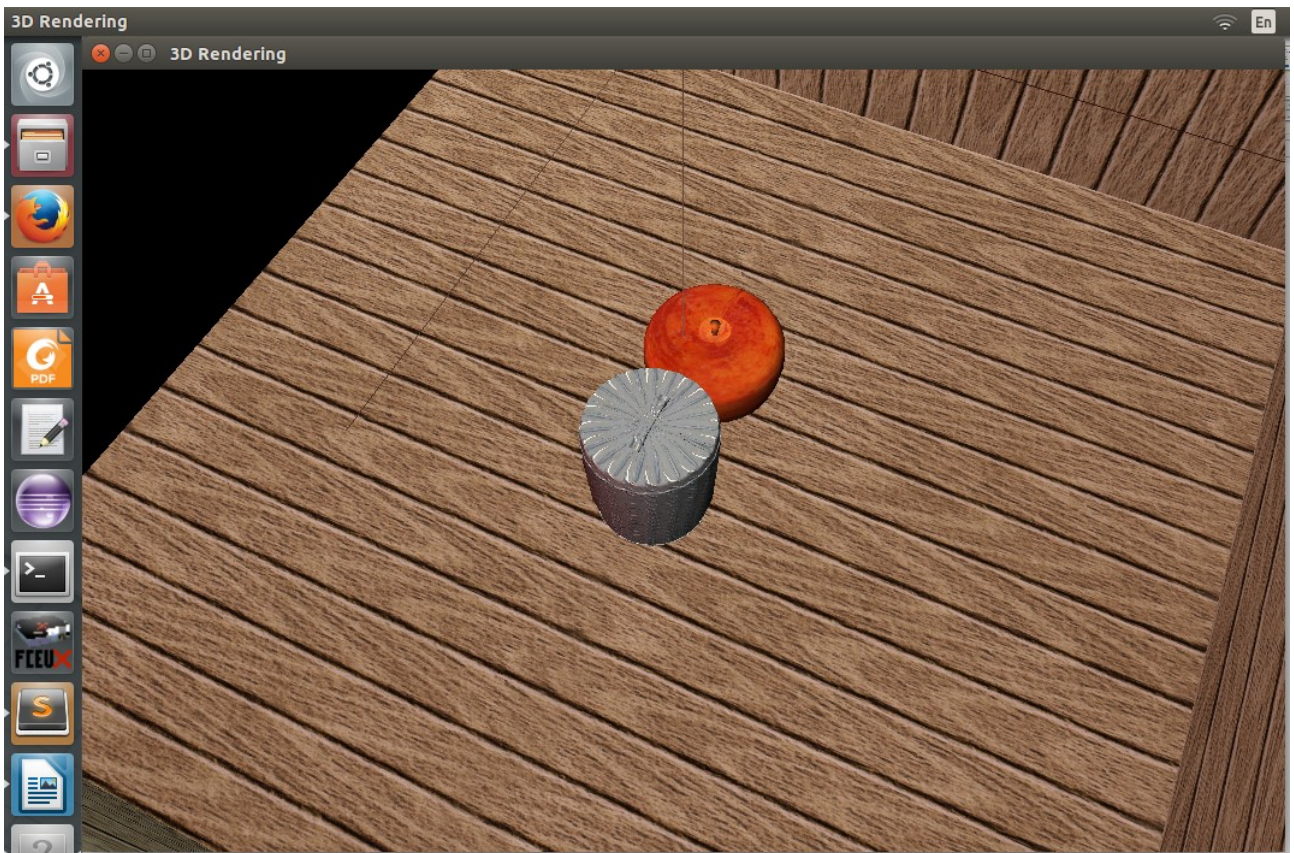


Fig 6: Altered camera position using arrow keys



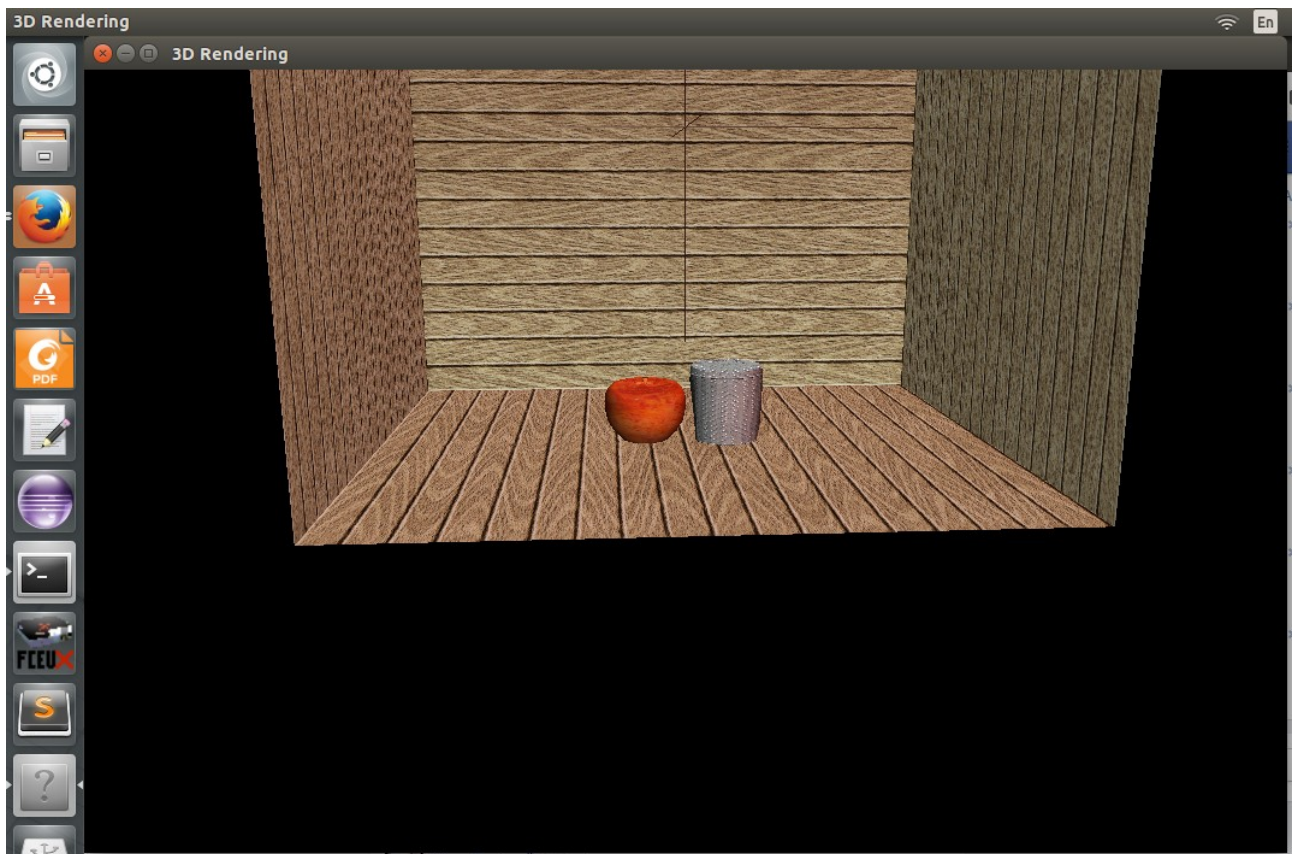


Fig 7: A distant view of the scene.

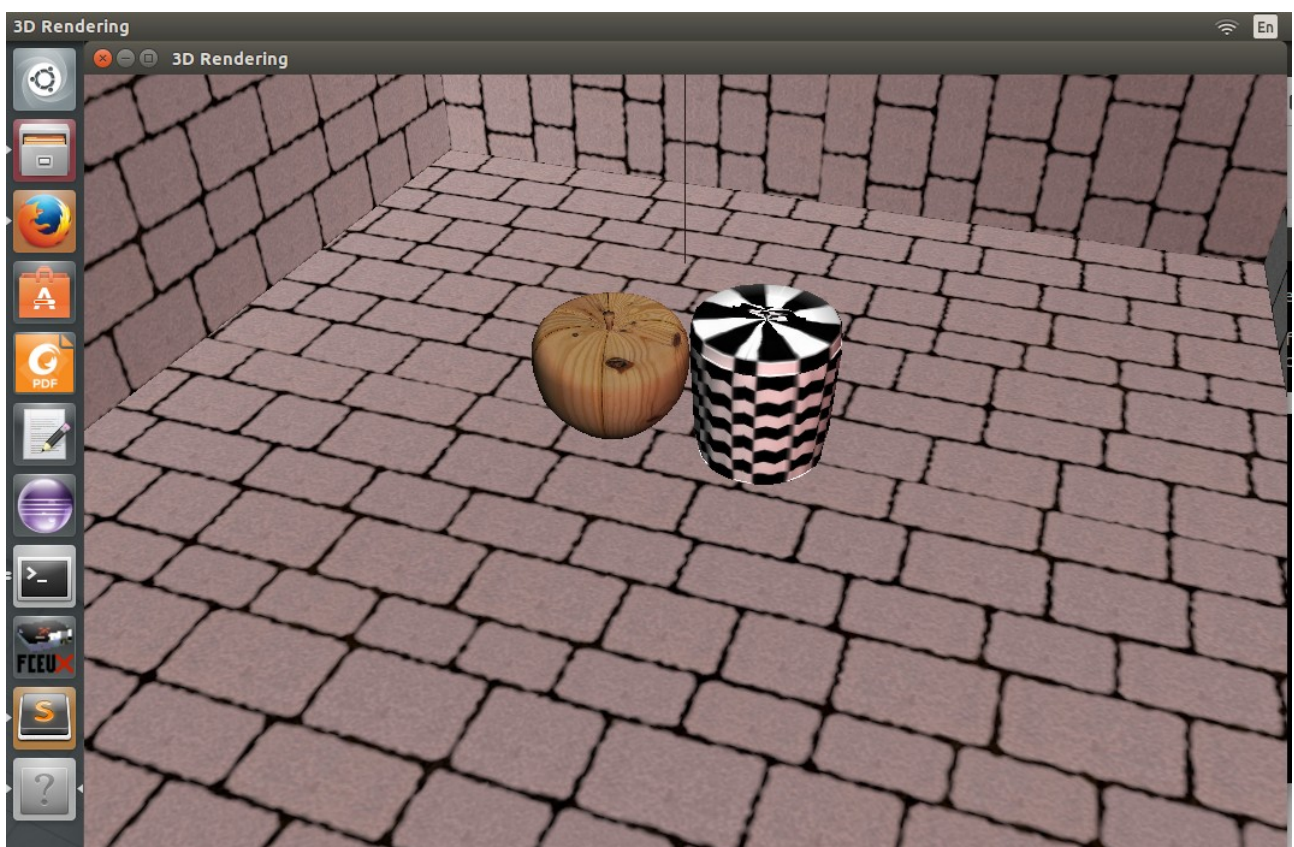


Fig 8: Dynamically changed textures using stencil buffer



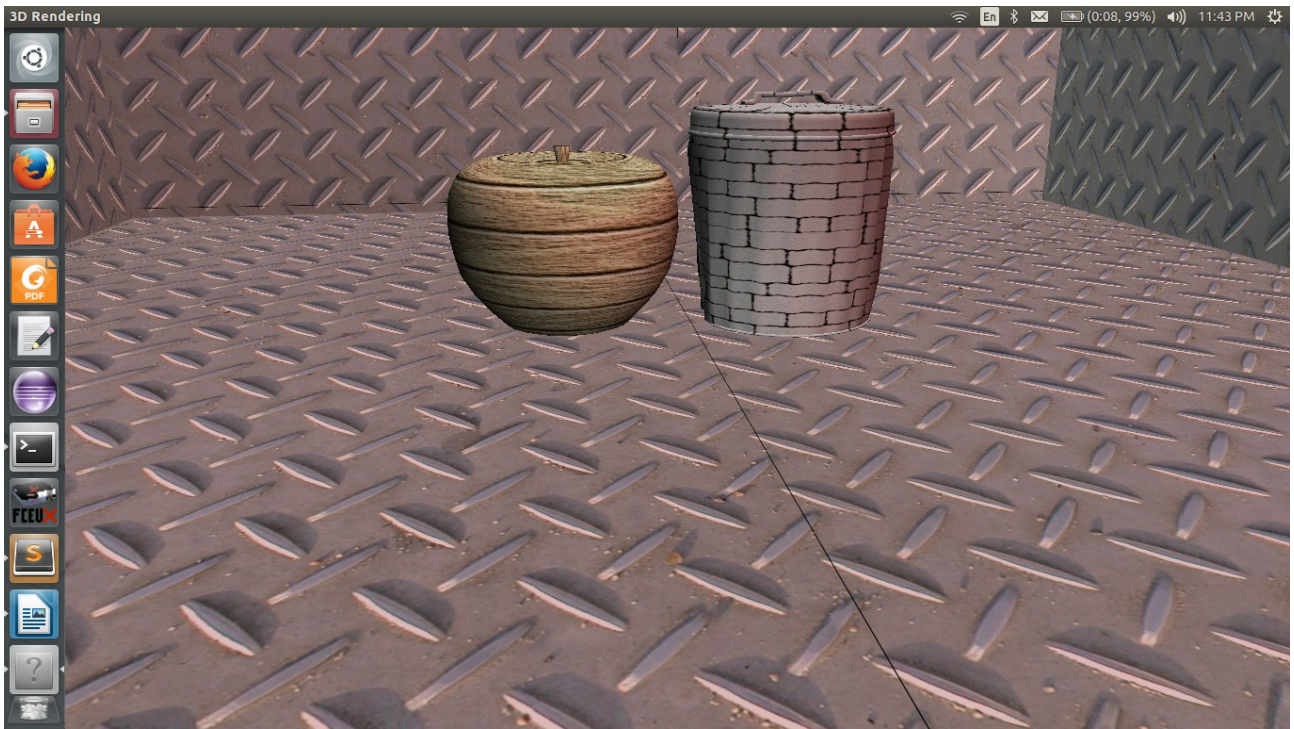


Fig 9: Dynamic texturing

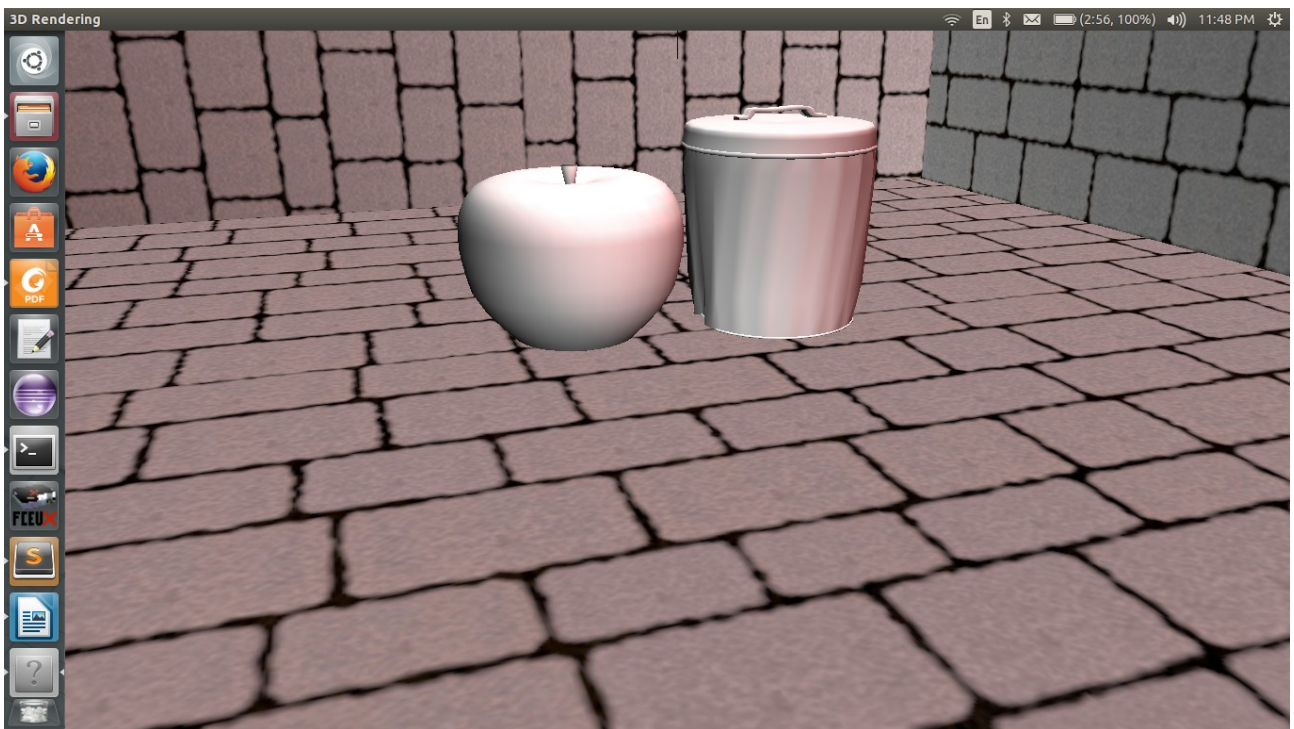


Fig 10: No texture used for models