Checkpoint 1.3:
The model rendered with smooth shading has a smoother surface than the model rendered with flat shading.

Checkpoint 1.6:
Subdivision + smooth shading has completely smoothened the sphere surface removing the imperfections in just the smooth shading one.

Checkpoint 2.2:
The rerendered checkpoint 1.5 looks brighter than the image at checkpoint 2.1. It looks like the checkpoint 2.1 images has a dim power source.

Checkpoint 2.4:
Image at checkpoints 1.5 and 2.3 is the same.

Checkpoint 3:
- For the first rendering, I used principle BDSF on the sphere, set the metallic parameter to 1, specular to 0.5, roughness to 0.2, and sheen tint to 0.5. For the plane, I used principle BDSF, specular 0.2, roughness 0.2, anisotropic 1, sheen tint 0.5, emission brick texture, and offset 0.5.
- For the second rendering, I used glass BDSF on the sphere, roughness to 0.2. For the plane, I used principle BDSF, specular to 0.5, roughness to 0.5, sheen tint 0.5, emission checker texture.
- For the third rendering, I used principle BDSF on the sphere, specular 0.5, specular tin to 0.3, roughness to 0.2, sheen tint 0.2, emission to sky texture Nishita. For the plane, I used Hair BDSF, color to RGB (0, 0.8, 0.8), roughness to 0.1.