



Chess Lighting and Shading

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I made this custom lighting scene based off the multiple lights we did in step 5. I placed a blue light to the left as a reflected light source and another red light to soften the shadows and give it a more dimensional look. The multiple light sources also makes the pieces look more plastic-like and realistic. I also added a spinning light that orbits around the y-axis so you can see what the pieces look like when lit up from different angles. After adding the lighting, I adjusted the K_a and K_d values so that the objects were the desired colors.