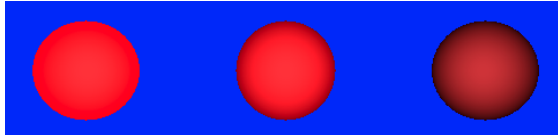


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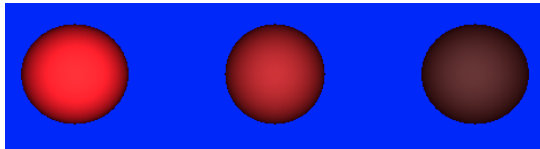
Base 0.1 0.5 0.2 2



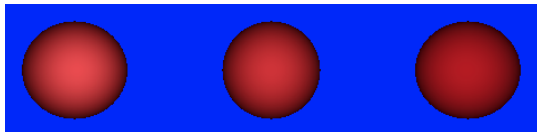
Ka: 0.9 0.5 0.1



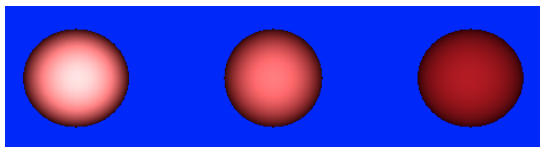
kd : 0.9 0.5 0.1



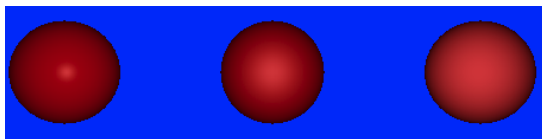
ks : 0.3 0.2 0.1



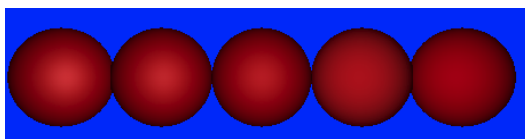
Ks: 0.9 0.5 0.1



n : 100 10 2



Os_lamda: 0.9 0.7 0.5 0.3 0.1



Increasing n makes the material feel more like plastic.

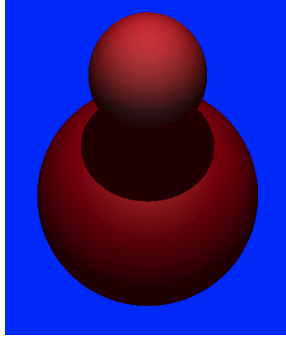
Low k_s makes it look more matte and so does $O_s \lambda$

High k_a makes it look fake 2d while high k_d also makes it feel fake but in a more believable way.

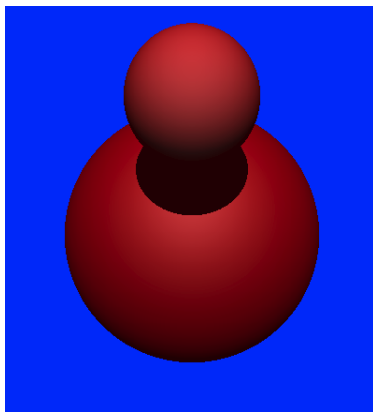
Very low k_d makes it look like it is in shadow.

Directional vs point lights:

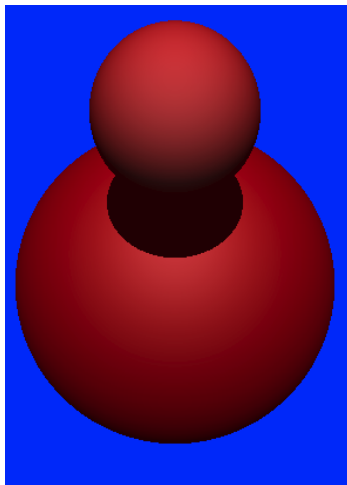
Light: 0 2 4 1 1 1 1



Light 0 12 24 1 1 1 1



Light 0 -1 -2 0 1 1 1



What you can represent is different size of shadow with a point light by putting it closer or farther away but you can't do that with a directional light