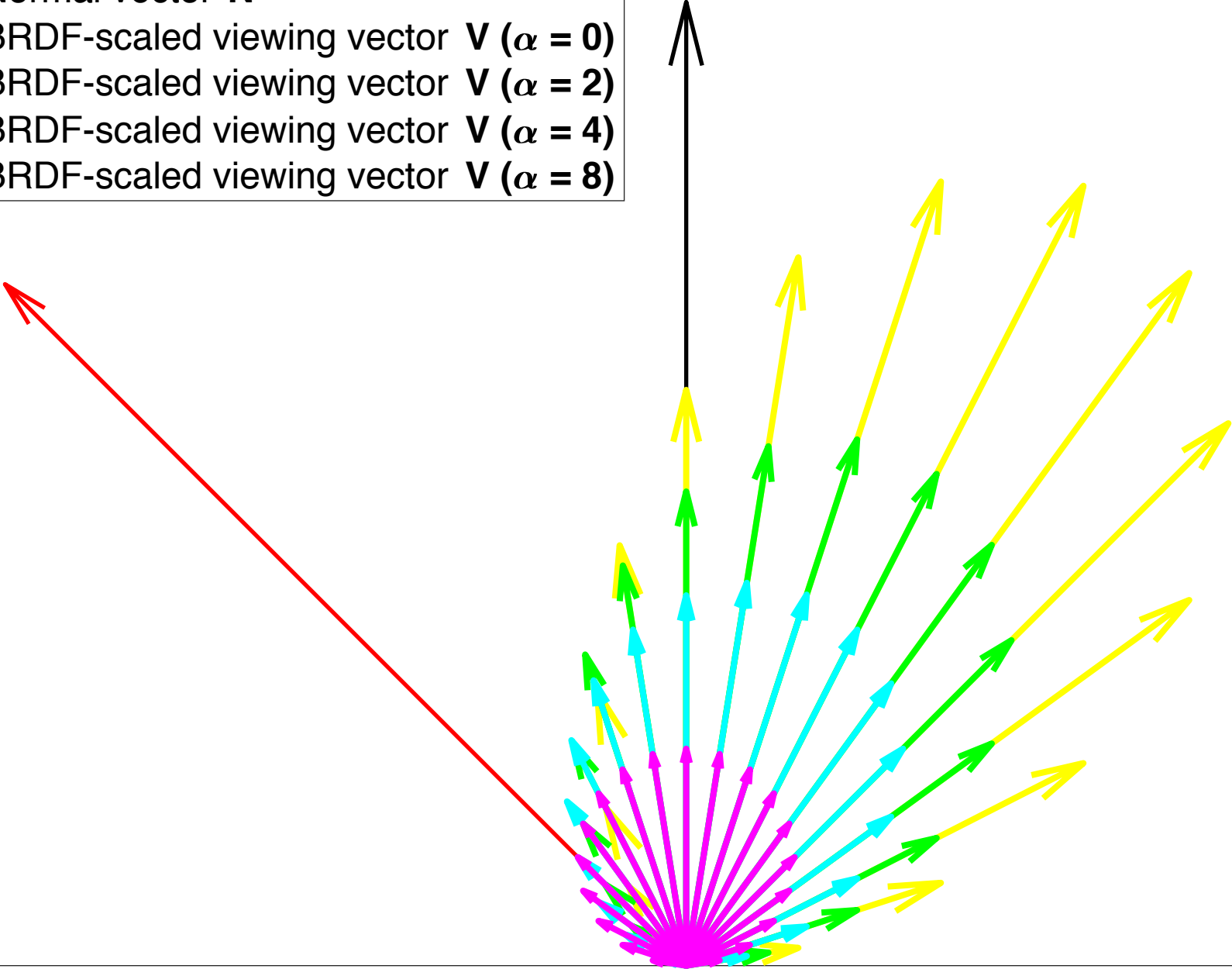


- Light vector **\mathbf{I}**
- Normal vector **\mathbf{N}**
- BRDF-scaled viewing vector **\mathbf{V}** ($\alpha = 0$)
- BRDF-scaled viewing vector **\mathbf{V}** ($\alpha = 2$)
- BRDF-scaled viewing vector **\mathbf{V}** ($\alpha = 4$)
- BRDF-scaled viewing vector **\mathbf{V}** ($\alpha = 8$)



Reflecting Surface