IMAT2908 CW: Lighting

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## Overview

Blab about the work

## What is shading

Detailed explaination of shading, gourmand, phong, blinn, diffuse, ambient

## How I did it

Show off my sicc code, maybe add some comments for the screenshots

## Conclusion

In conclusion, I deserve 98%

## References

Use IEEE style (does not count towards 2000 words limit)