Checkpoint 1.3 : Smooth shading cuts the corners of the polygons that are in the flat shaded image. This creates an image without the choppy shading of a flat shaded image, where the light changes shades very abruptly along the lines of the squares in the image.

Checkpoint 1.6 : Subdivided reduces the size of the polygons that make up the image, while increasing the number of the actual polygons. This creates a smoother image, as the separations between areas of light and shadow are less emphasized. Combined with smooth shading, this creates an image that is both high quality and visually complex.

Checkpoint 2.1 : Low light - x 422 y 239 R 0.01669 G 0.01669 B 0.01669

High light - x 422 y239 R 0.06756 G 0.06756 B 0.06756

All RGB values for the 1000 W image were 0.05087 higher than those for the 250W image

Checkpoint 2.2 : With the low watt image, the surface of the sphere appeared more matte or eggshell textured. With high wattage, the surface of the sphere was far more reflective and shiny. Thus, one could conclude that high amounts of light cause surfaces to appear more shiny and irradiant.

Checkpoint 2.4 : With the light closer, the irradiance of the image is increased again. This is because more bright light is immediately hitting and reflecting off of the surface of the sphere, creating a shinier image.

Checkpoint 2.6 : With the disk light, the shadow appears much more diffused. This is because the light is coming at the sphere from many locations instead of a single point, causing the reflections off the sphere to be more disarrayed.

Checkpoint 4 : I experimented with diffuse, glossy, metallic, translucent, transparent, and toon shaders. These all affected the way that light interacted with surfaces differently. For instance, the metallic shader was highly reflective of both the light and the sphere, whereas the velvet shader was not reflective at all and almost completely hid the shadow from the sphere.