

David Latimore II - dgl097
"It's Lit!"

User Guide

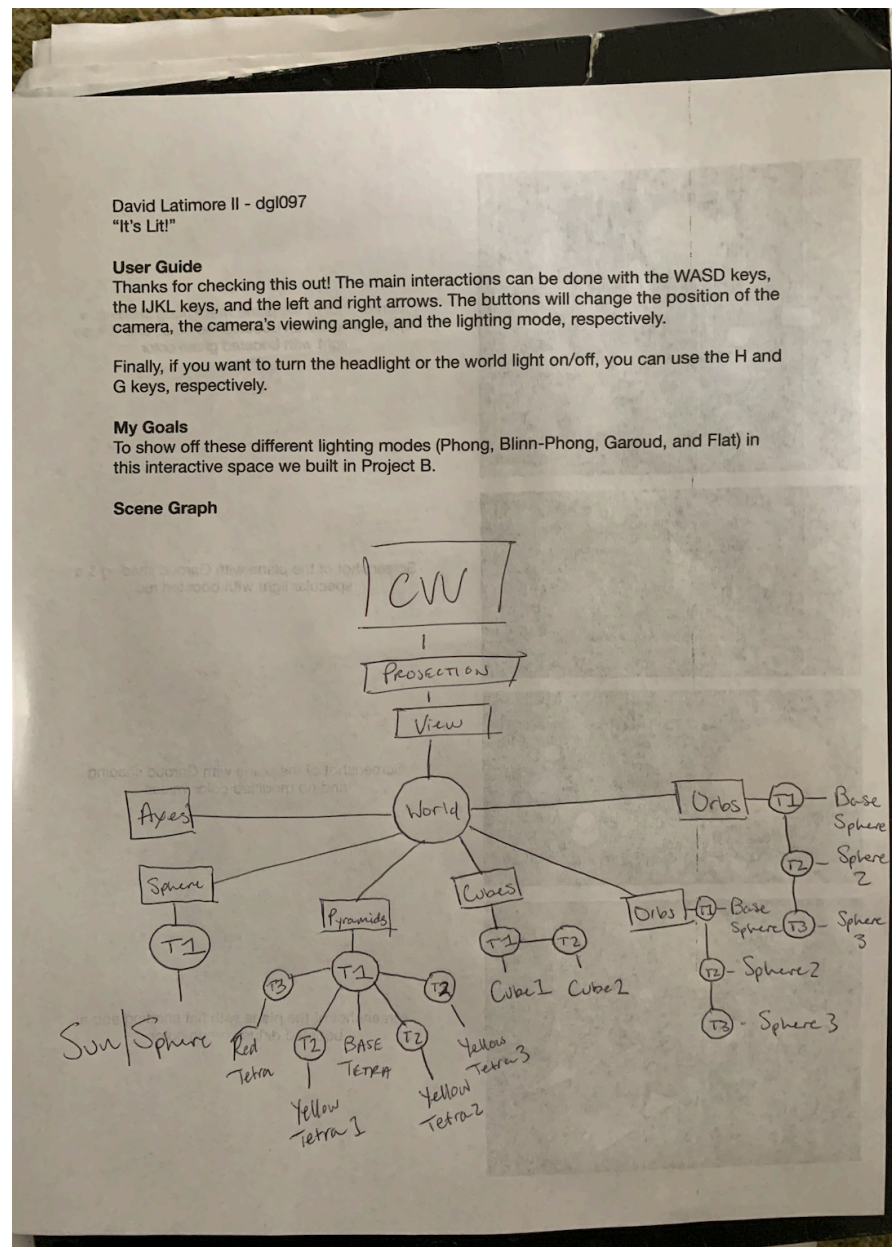
Thanks for checking this out! The main interactions can be done with the WASD keys, the IJKL keys, and the left and right arrows. The buttons will change the position of the camera, the camera's viewing angle, and the lighting mode, respectively.

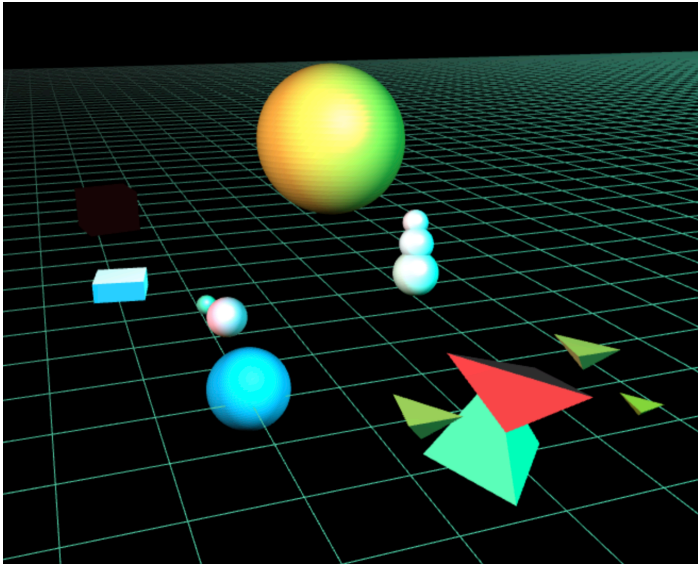
Finally, if you want to turn the headlight or the world light on/off, you can use the H and G keys, respectively.

My Goals

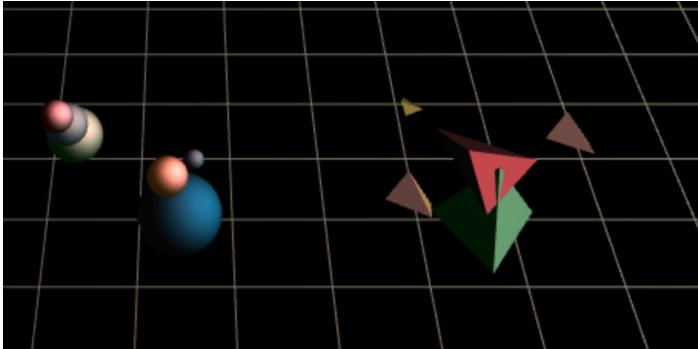
To show off these different lighting modes (Phong, Blinn-Phong, Garoud, and Flat) in this interactive space we built in Project B.

Scene Graph

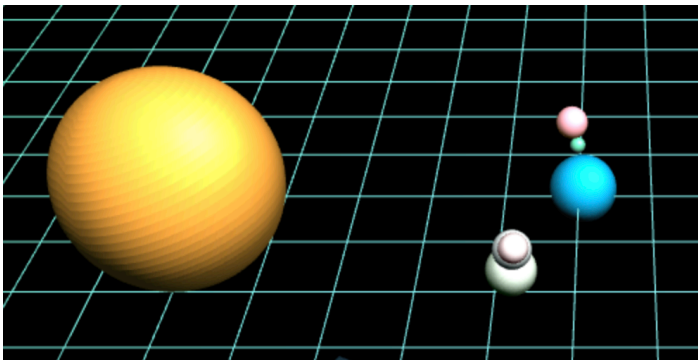




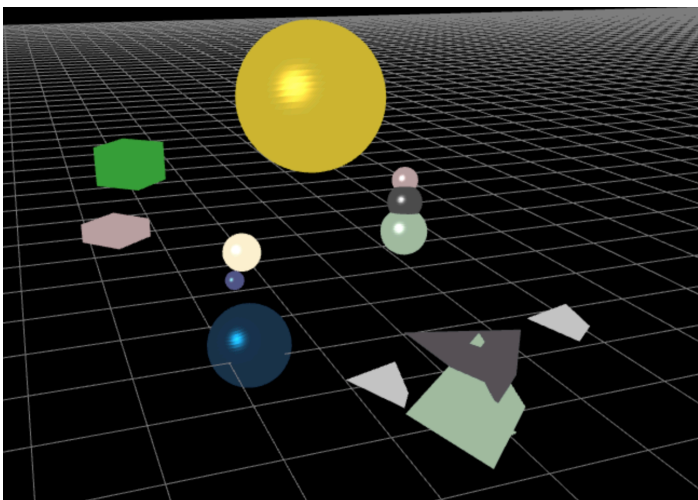
Screenshot of the plane with Phong shading, a specular light with boosted red color, and diffuse light with boosted green color.



Screenshot of the plane with Garoud shading & a specular light with boosted red



Screenshot of the plane with Garoud shading
and no modified color values



Screenshot of the plane with flat shading and a boosted diffuse green color