**Project #4 CS 550**

**Lighting**

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Keyboards’ keys:

Lighting control: L or l

Textures’ swiping: T or t

Freeze the animation: F or f

- Point Lights:

Red sphere: 0

Blue sphere: 1

- Spotlights:

Cube: 2

Textured sphere: 3

Torus: one is FLAT, the other is SMOOTH

Moving objects: the two little spheres

Stationary objects: the two torus, cube and textured sphere