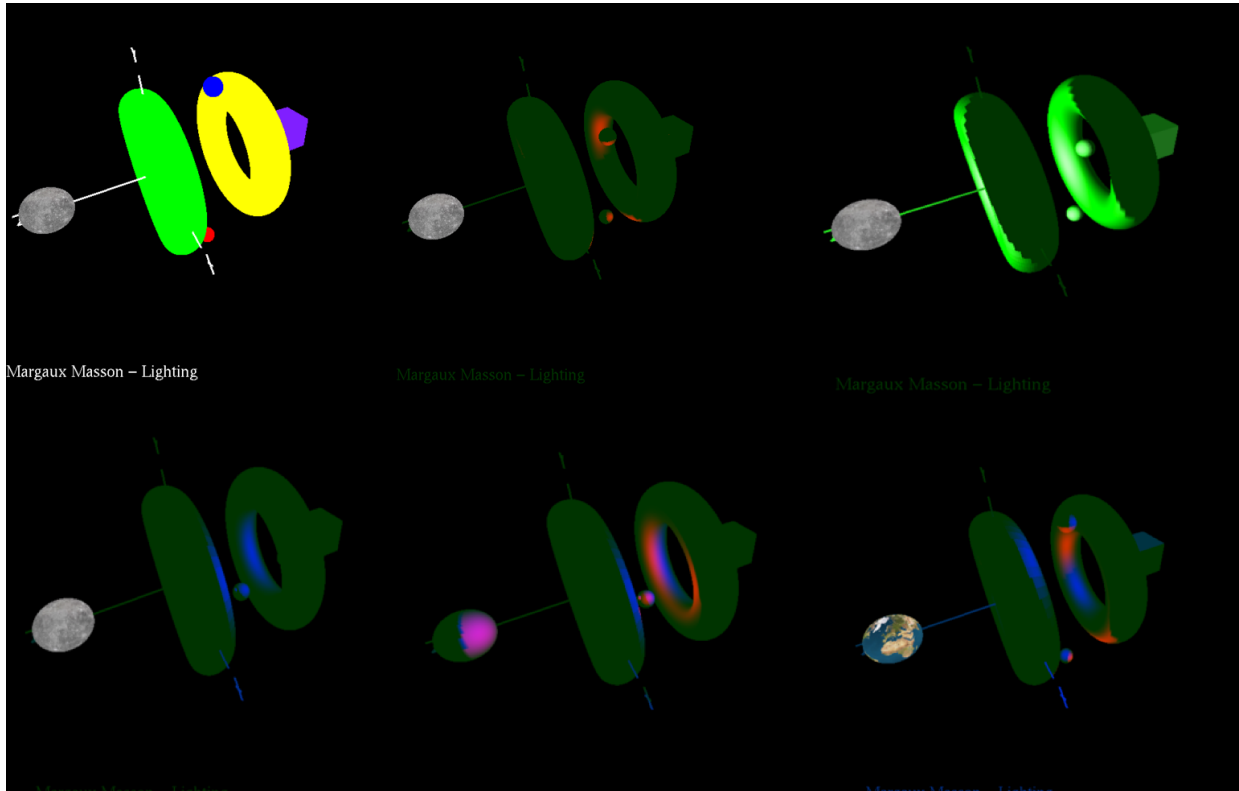# Project #4 CS 550
Lighting

Margaux Masson
massonm@oregonstate.edu

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