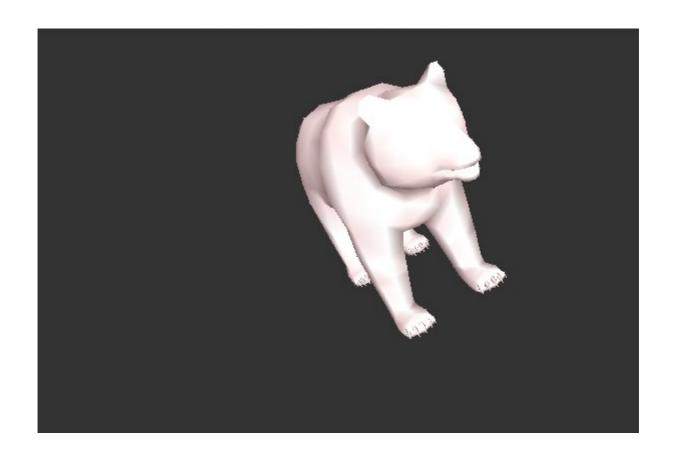# Light Sources

```
GLfloat paramsAmbient[] = {0,1,1,1};
GLfloat paramsDiffuse[] = {0,0,1,1};
glLightfv(GL_LIGHT0, GL_AMBIENT, paramsAmbient);
glLightfv(GL_LIGHT1, GL_DIFFUSE, paramsDiffuse);
```


Material

```
GLfloat no_mat[] = {0.0f, 0.0f, 0.0f, 1.0f};
GLfloat mat_ambient[] = {0.7f, 0.7f, 0.7f, 1.0f};
GLfloat mat_ambient_color[] = {0.8f, 0.8f, 0.2f, 1.0f};
GLfloat mat_diffuse[] = {1.0f, 0.0f, 1.0f, 1.0f};
GLfloat mat_specular[] = {1.0f, 0.0f, 0.0f, 1.0f};
float no_shininess = 0.0f;
float low_shininess = 5.0f;
float high_shininess = 100.0f;
GLfloat mat_emission[] = {0.3f, 0.2f, 0.2f, 0.0f};
glPushMatrix();
glMaterialfv(GL_FRONT, GL_AMBIENT, mat_ambient);
glMaterialfv(GL_FRONT, GL_DIFFUSE, mat_diffuse);
glMaterialfv(GL_FRONT, GL_SPECULAR, mat_specular);
glMaterialf(GL_FRONT, GL_SHININESS, high_shininess);
glMaterialfv(GL_FRONT, GL_EMISSION, mat_emission);
glPopMatrix();
```

Lighting Model

```
GLfloat paramsAmbient[] = {0,1,1,1};
glLightModelfv(GL_LIGHT_MODEL_AMBIENT, paramsAmbient);
```