Game technology
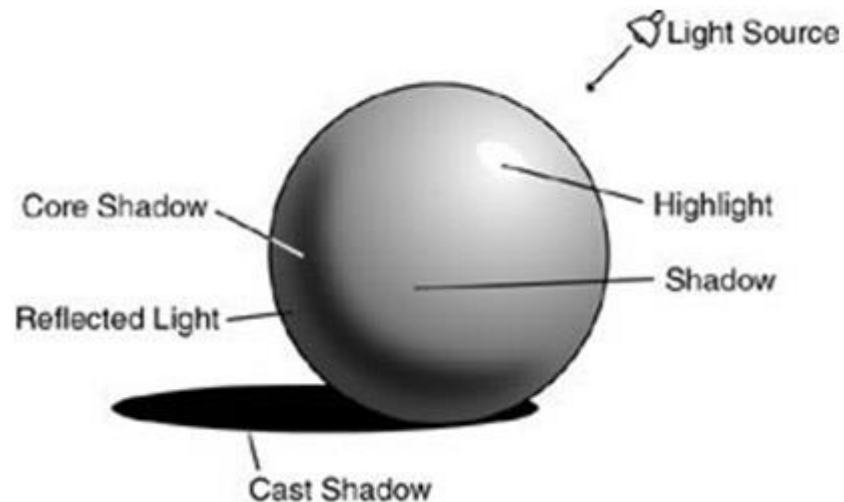
Week 1

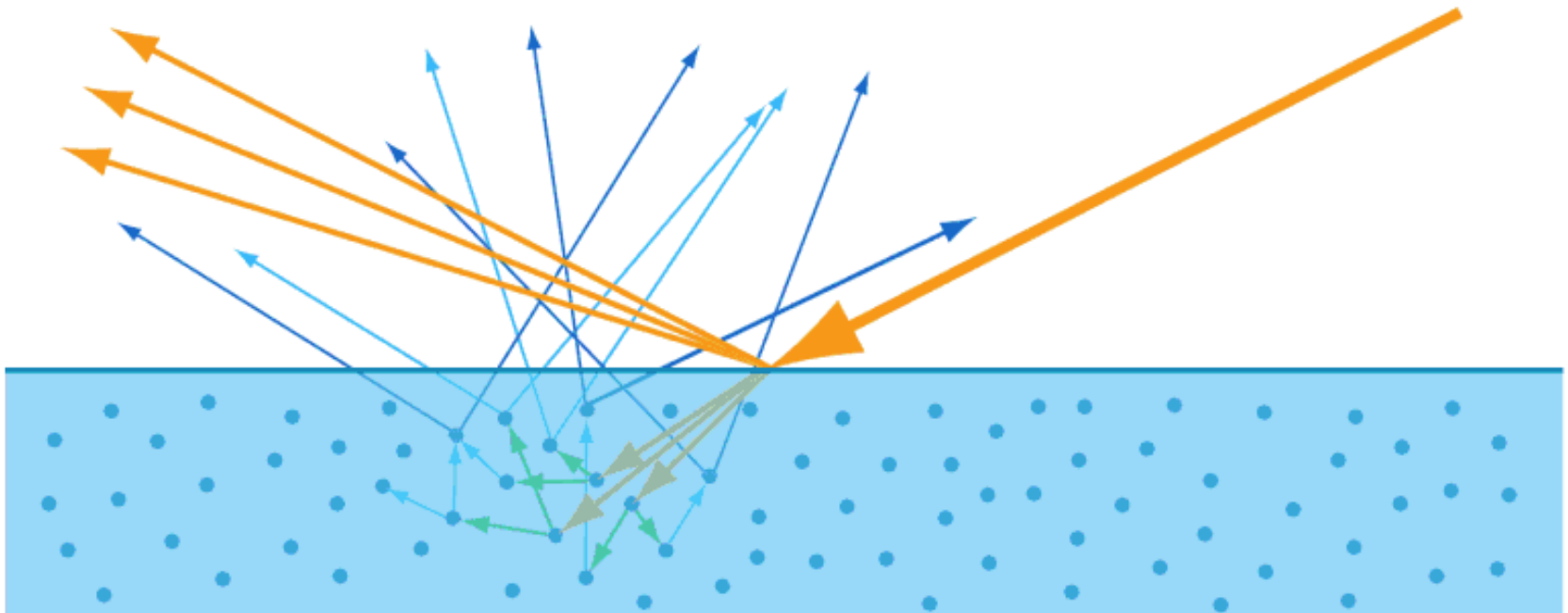Faculteit Natuur & Techniek- Informatica & Technische Informatica
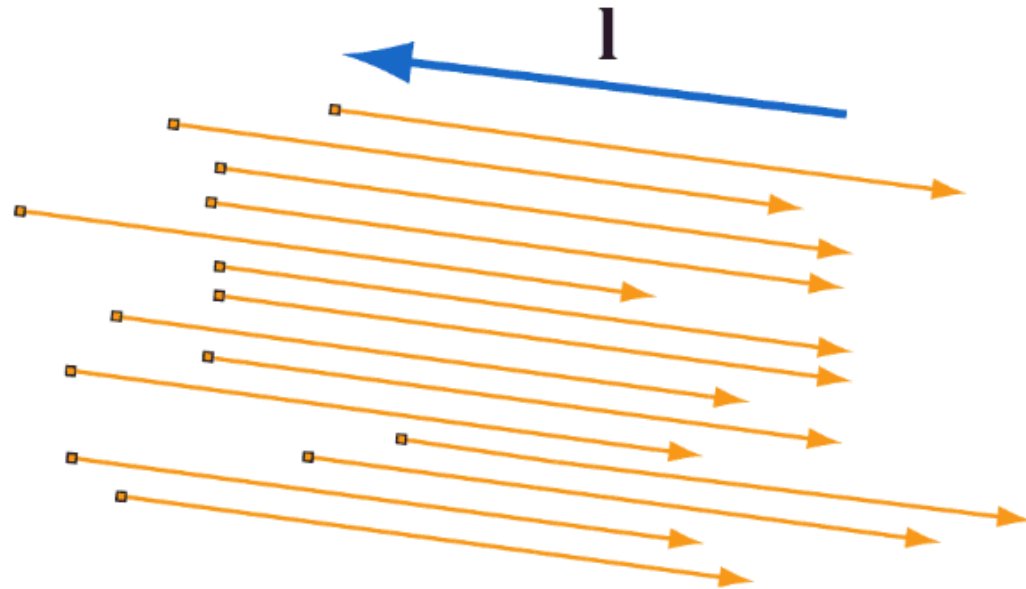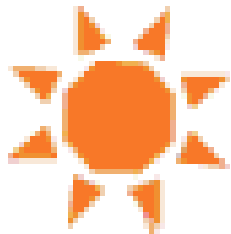
Visual Appearance

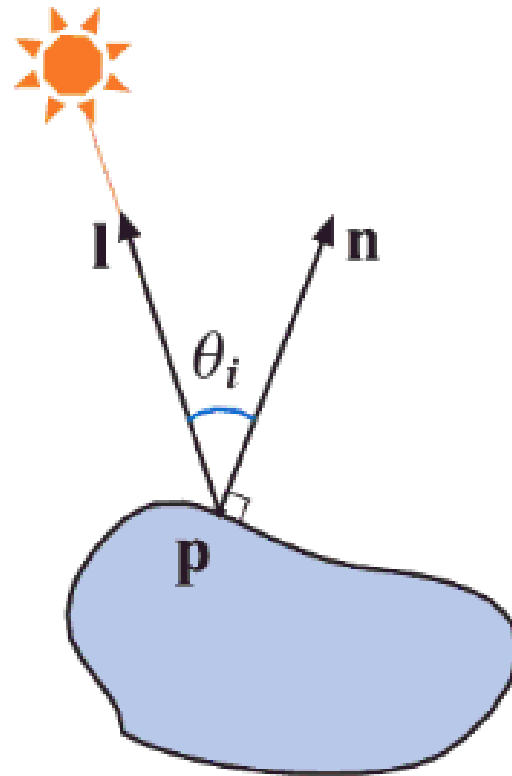# Rendering Pipeline

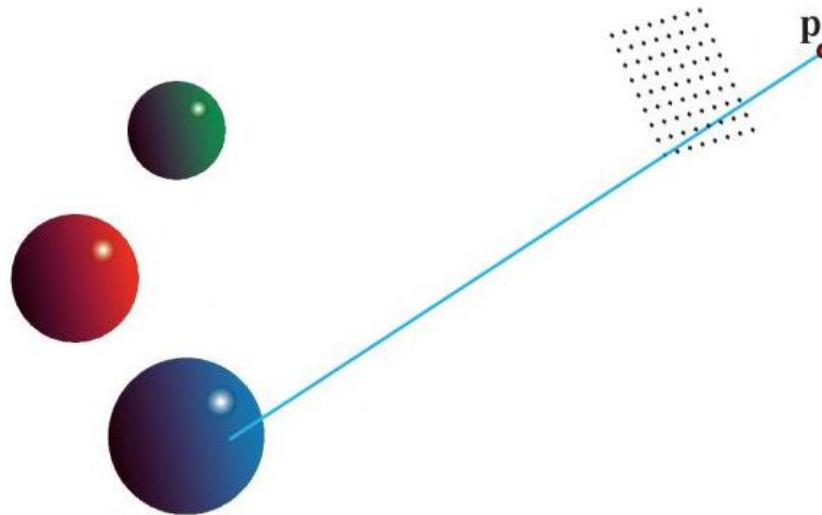# Light and Material Interact

Reflection (Diffuse & Specular)

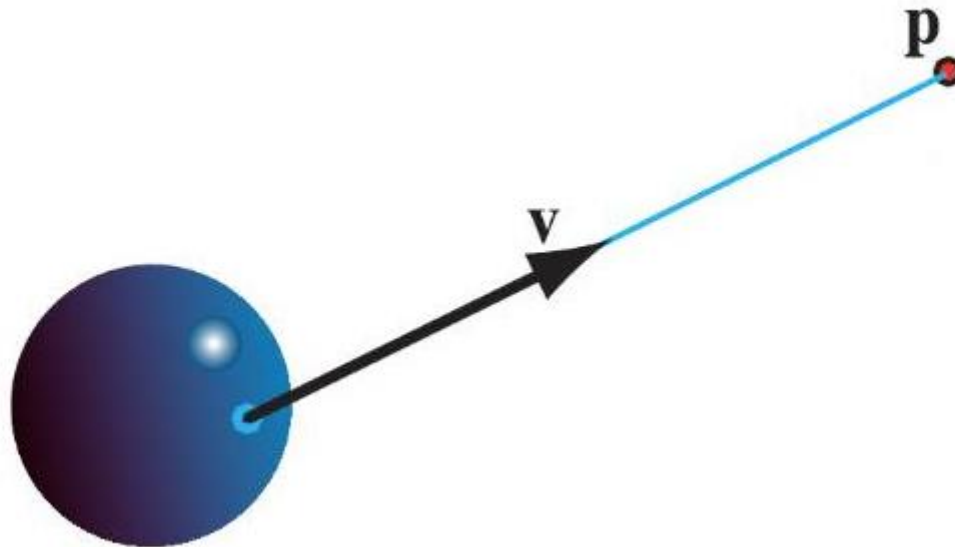# Direction of Light
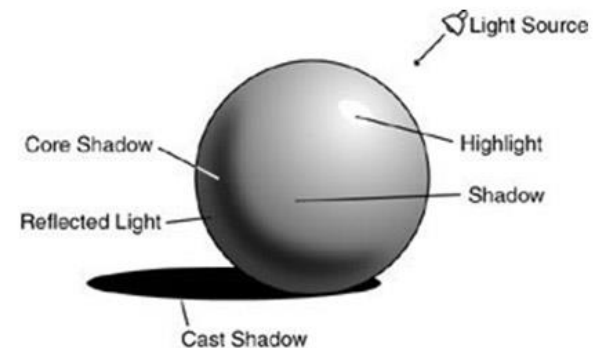
Direction of Light

Viewing Direction

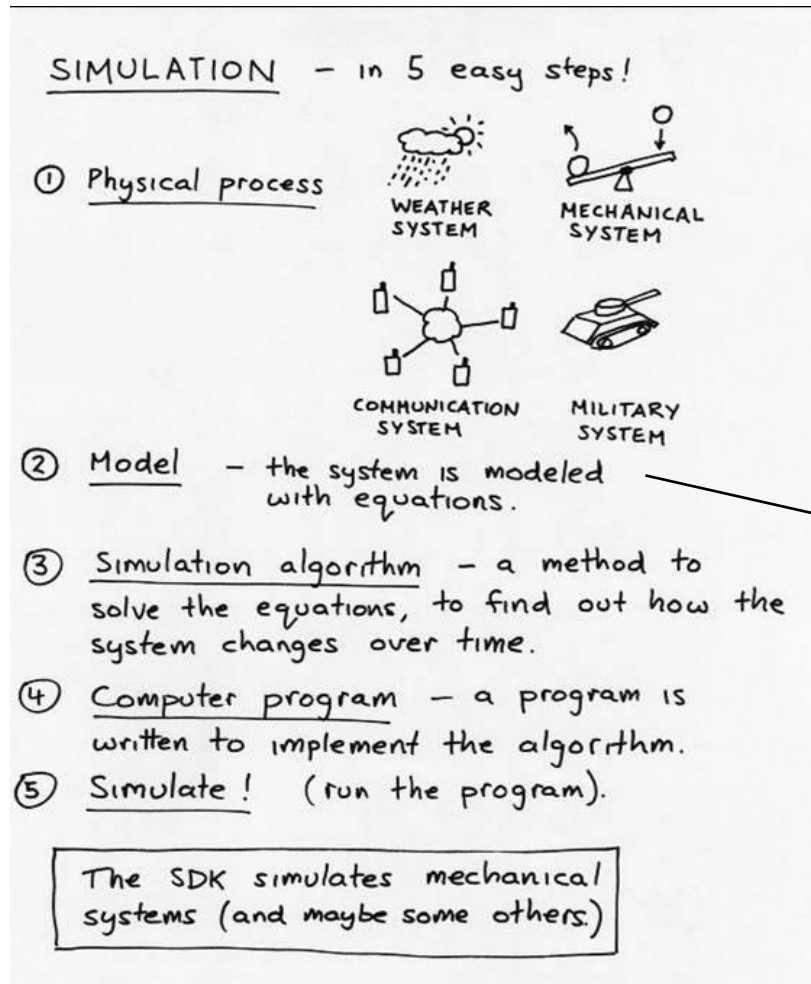# Viewing Direction

Directions Combined
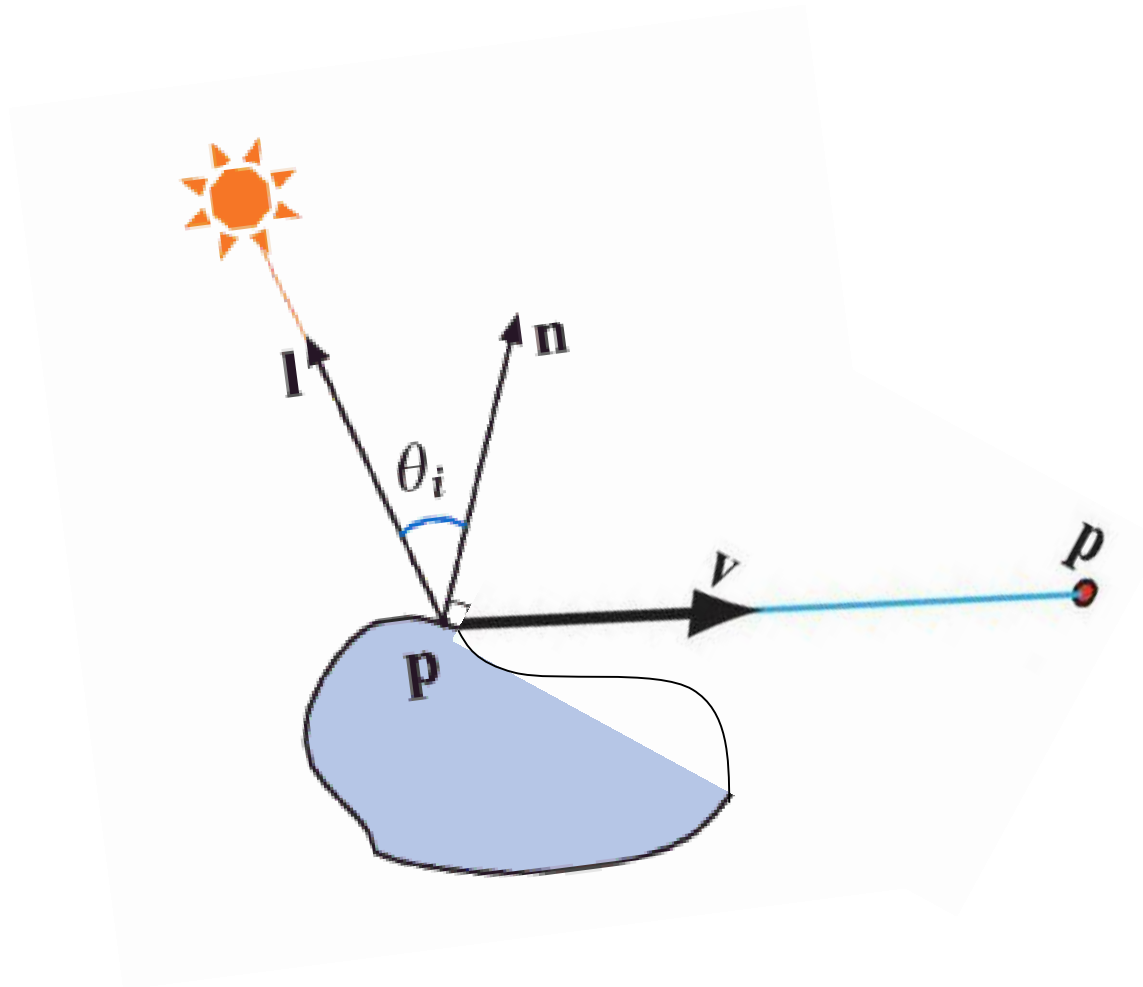
How to model Shading?

Equations using **l**, **v** and **n**