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EGP-300-52

Assignment 3 - Material Render & Shaders

**Main purpose of the exercise:**

**Controls:**

* Mouse – move camera
* Mouse Wheel – zoom in/out
* Y/H – zoom in/out
* X, C, Z to invert X, Y, Z camera axis
* W – toggle wireframe mode
* S – toggle specular lighting
* D – toggle diffuse lighting
* T – toggle texture rendering
* P – switch to Phong shading
* G – switch to Gourad shading
* O – switch between objects
* [1-0] – switch between objects

**Lighting Equation:**