

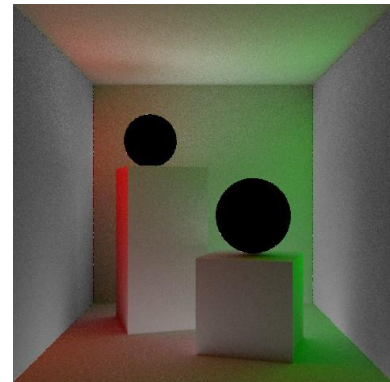
Samuel Nwuha  
CSC 322  
November 28, 2022

### Activity 3

Checkpoint 1:

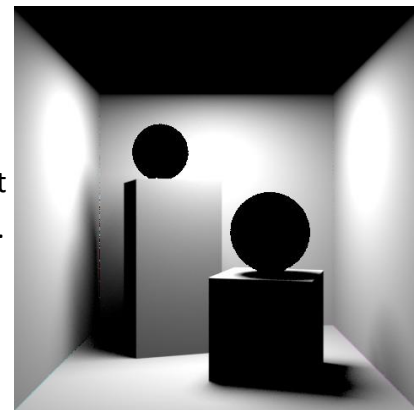
#### Diffuse Indirect:

Diffuse lighting is lighting that is spread out over an area. Indirect lighting falls outside of the scope of the light source. This type of pass shows only this type of lighting. The spheres are black.



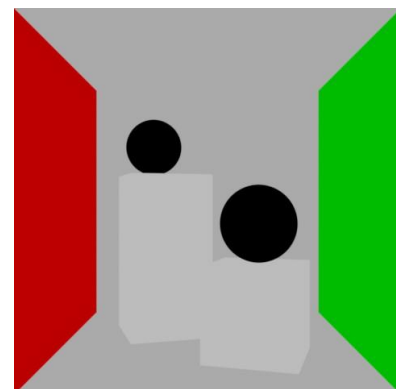
#### Diffuse Direct:

Diffuse lighting is lighting that is spread out over an area. Direct lighting falls in the direct path of the rays from the light source. This pass shows only this type of lighting



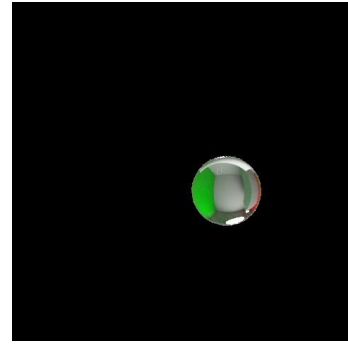
#### Diffuse Color:

Diffuse color is the basic color of the object. The spheres are black. The left wall is red. The right wall is green. Everything else is grey.



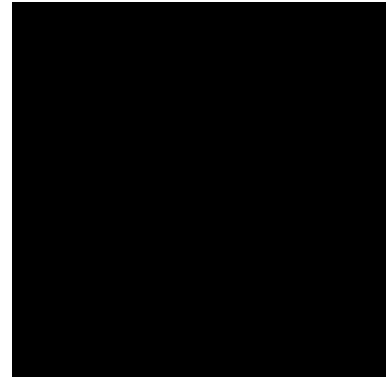
### Transmission Indirect:

Transmission light is light that passes through an object. Only one sphere is lit here. This is also indirect, so the light passes indirectly through the sphere.



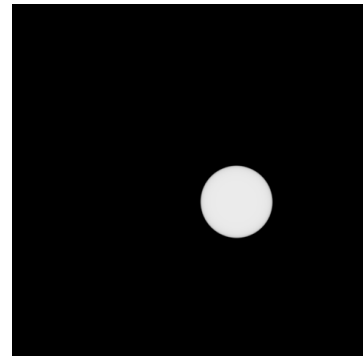
### Transmission Direct:

No light passes directly through any of the objects.



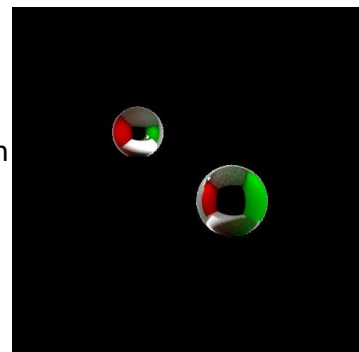
### Transmission Color:

This sphere transmits the color gray.



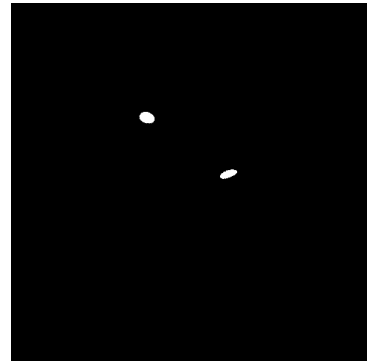
### Gloss Indirect:

Gloss light is light that is reflected off a surface. Those reflections can be sharp or blurry. Only the 2 spheres reflect light. This light is also indirect.



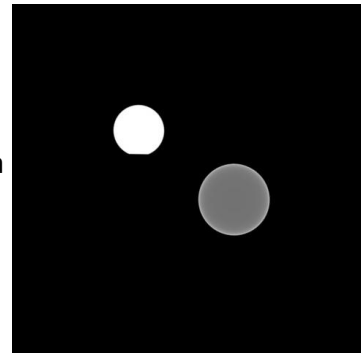
### Gloss Direct:

This is the light that is directly reflecting off the spheres.



### Gloss Color:

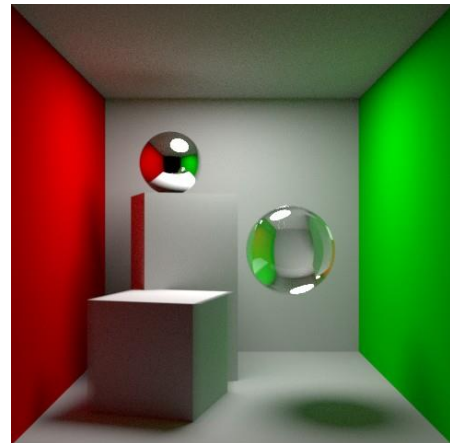
The spheres have 2 different colors. One a bright white, the other a medium gray



### Checkpoint 2:

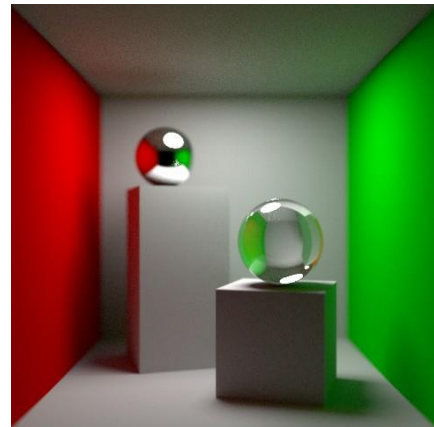
#### Blur:

The motion blur has made the box edges blurry, particularly the left edge. The box is moving to the left



### Checkpoint 3:

The camera has focused onto the frontmost sphere. The aperture is set to .1, making majority of the sphere appear sharp in detail.



#### Checkpoint 4:

The volumetric absorption makes the scene appear entirely different, as if it were foggy. Light is absorbed as it passes through the material of the cube.

