**Challenge 4**

Modify the BasicBlinn lighting model and update the colour calculation to this:

1. c.rgb = (s.Albedo \* \_LightColor0.rgb \* diff + \_LightColor0.rgb \* spec) \* atten \* \_SinTime;

You will need to press play to see this effect in action.

How does this change the effect?  
What do you think the *\_SinTime* is doing?

See the attached PDF for an overview of this effect.

See images captured over time.

A blue toy rabbit with long ears

AI-generated content may be incorrect.A green bunny toy with long ears

AI-generated content may be incorrect.A pink bunny with long ears

AI-generated content may be incorrect.A pink rabbit toy with long ears

AI-generated content may be incorrect.

Resources for this lecture

* SinTimeChallenge.pdf