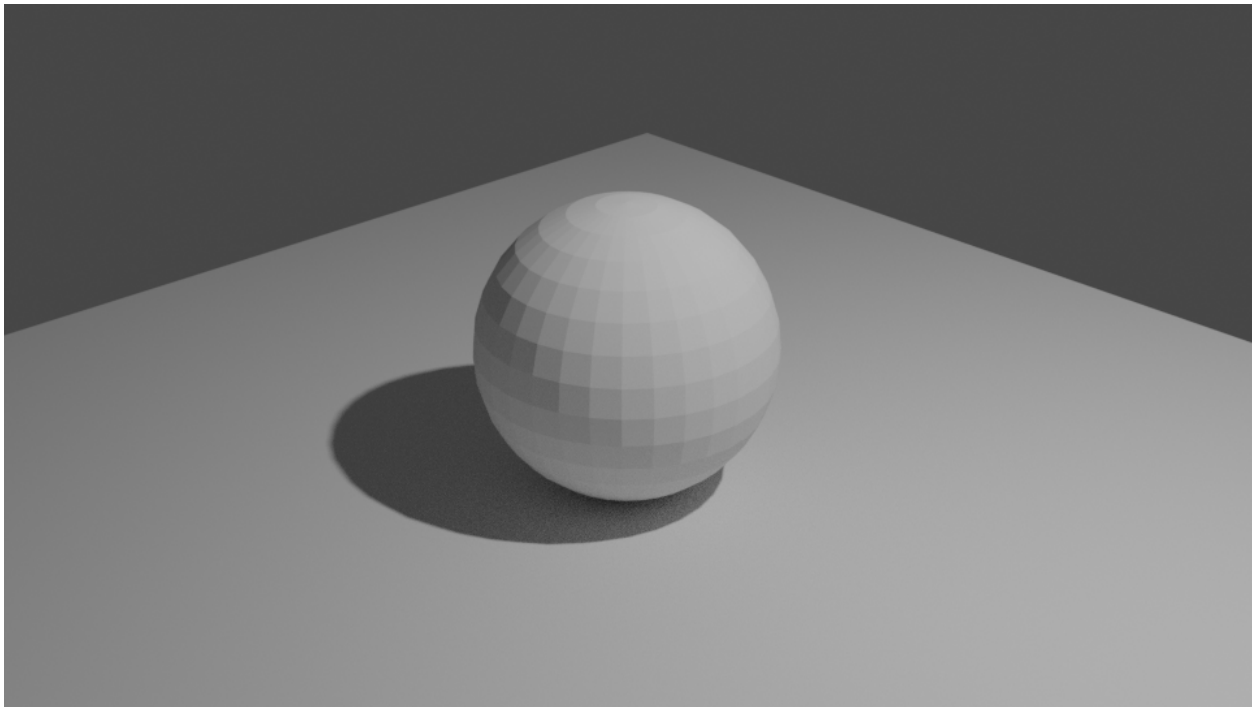
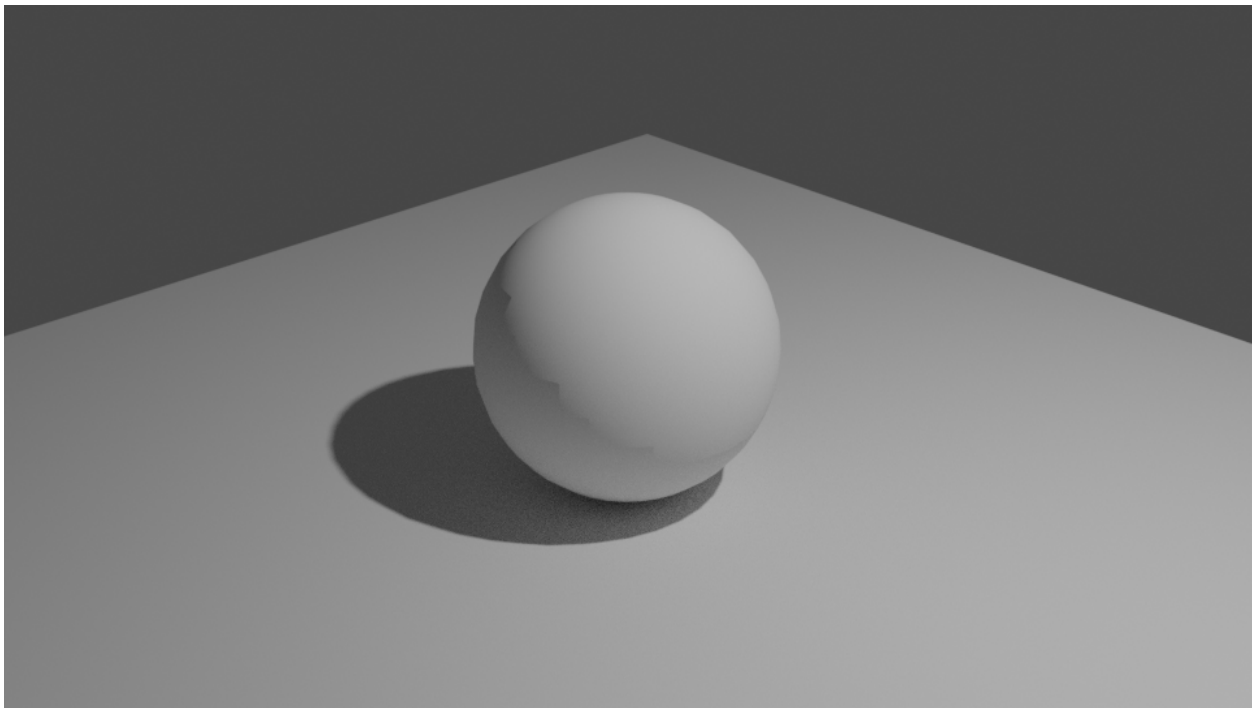
Checkpoint 1.1:



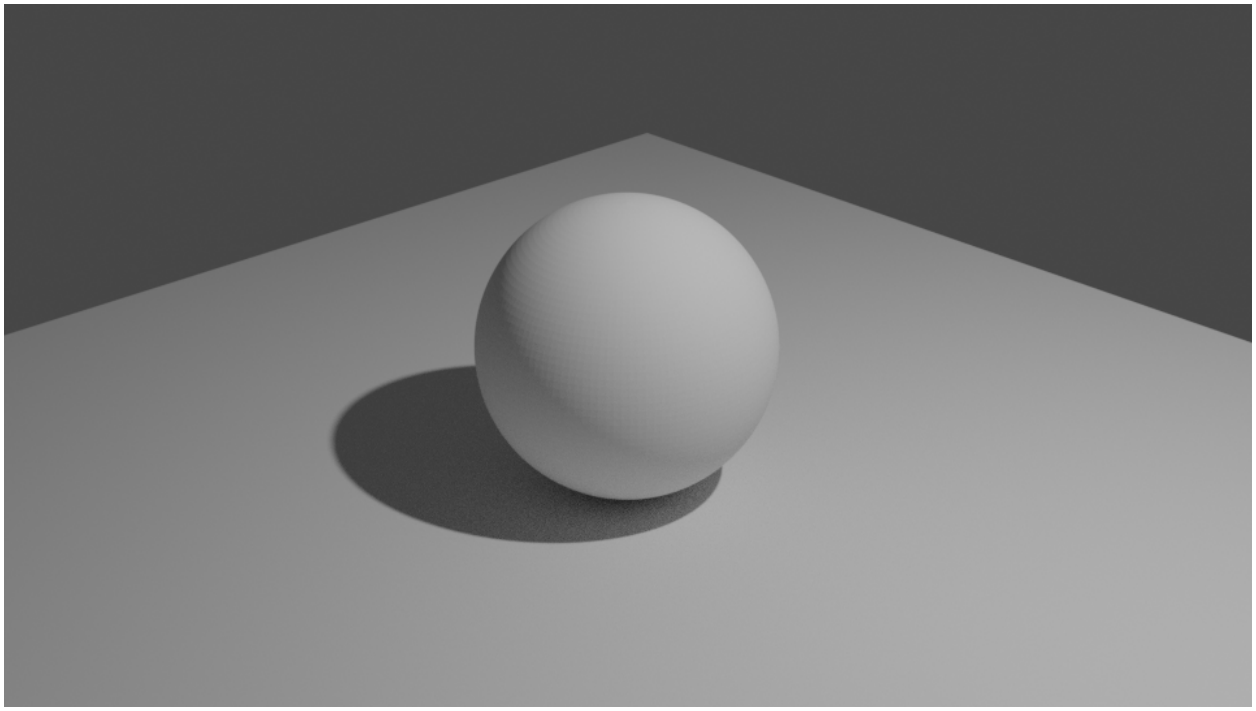
Checkpoint 1.2:



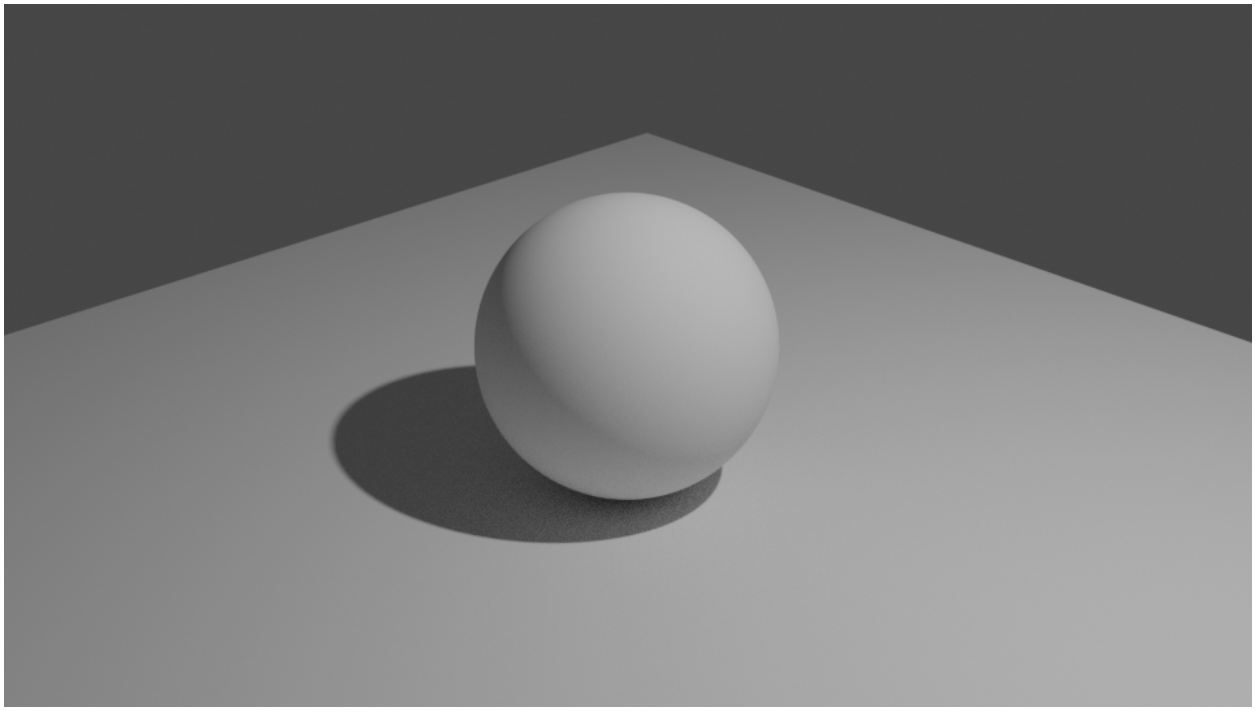
Checkpoint 1.3:

Flat shading colors every pixel in a given face the same, depending on the vertex normals. Smooth shading interpolates between vertex normals for each pixel, making it look like there are no individual faces, except where there are anomalies (they are rare).

Checkpoint 1.4:



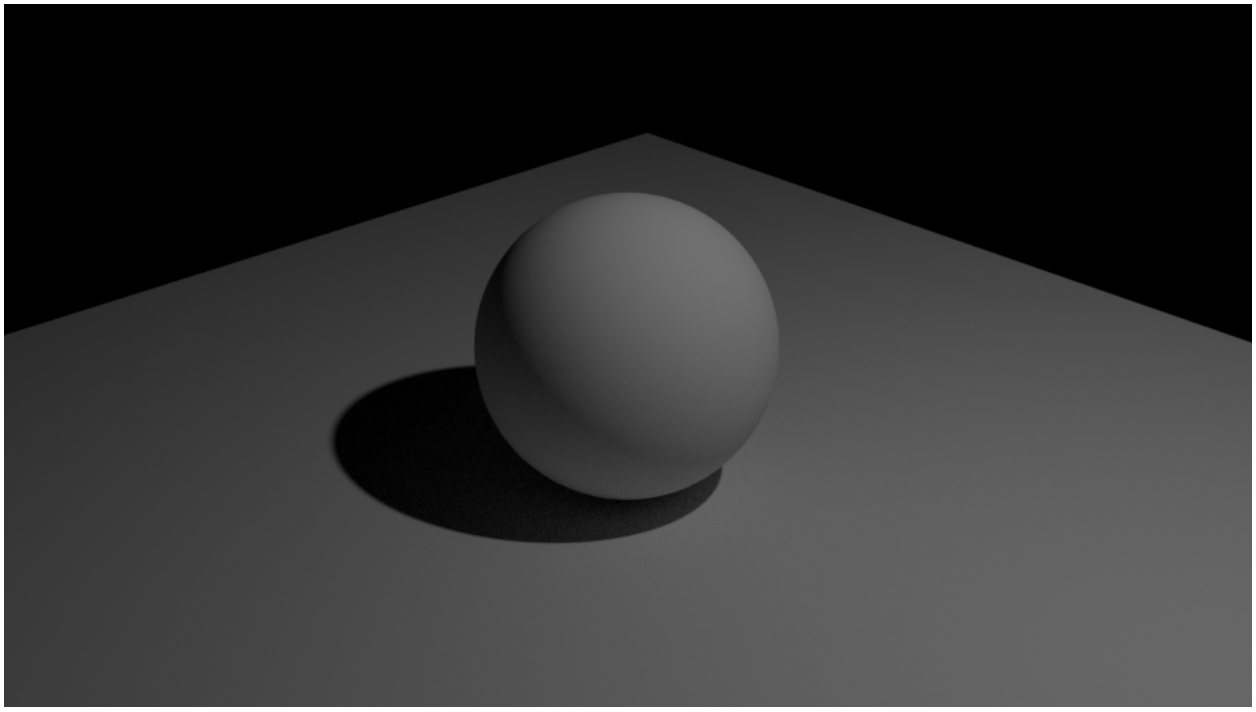
Checkpoint 1.5:



Checkpoint 1.6:

Smooth shading alone produces very good effects, but results in some anomalies. Likewise, subdivision is much better than no subdivision, but leaves faces still very visible. Combining the two produces a ‘prefect’ image, with no visible individual faces or anomalies.

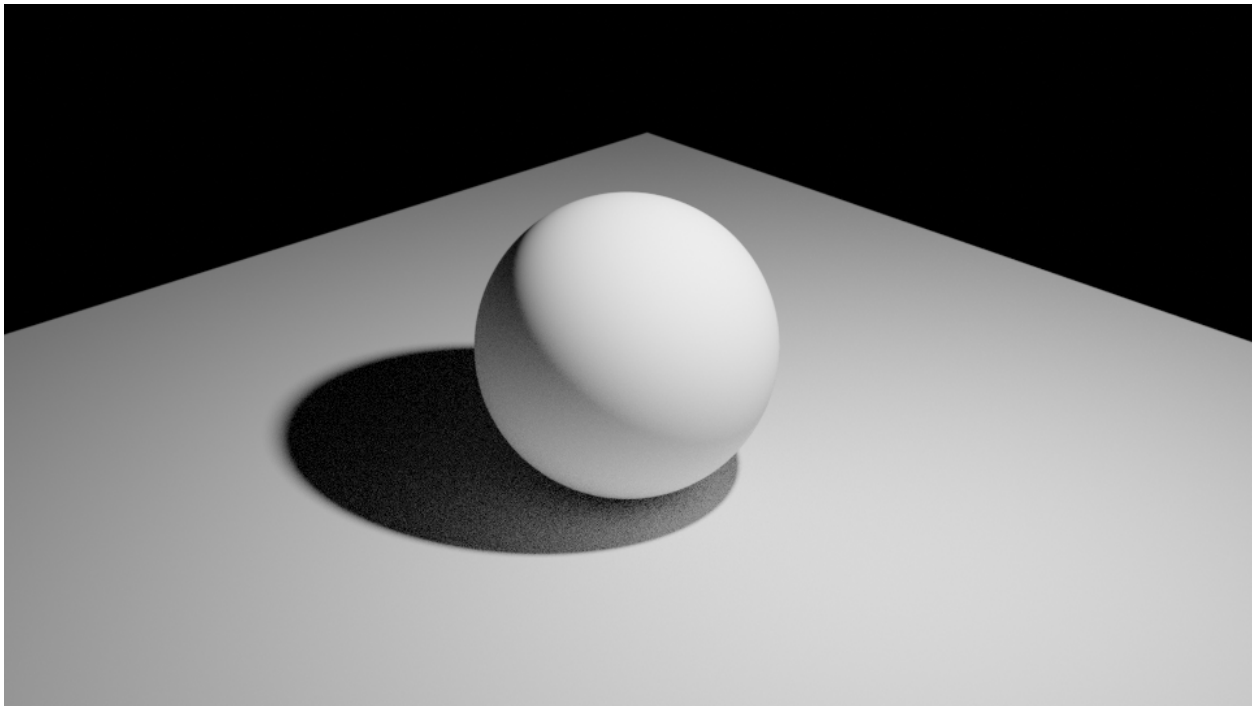
Checkpoint 2.1:



Checkpoint 2.2:

The image in checkpoint 2.1 is darker than the image in checkpoint 1.5. Higher light power will produce more irradiance.

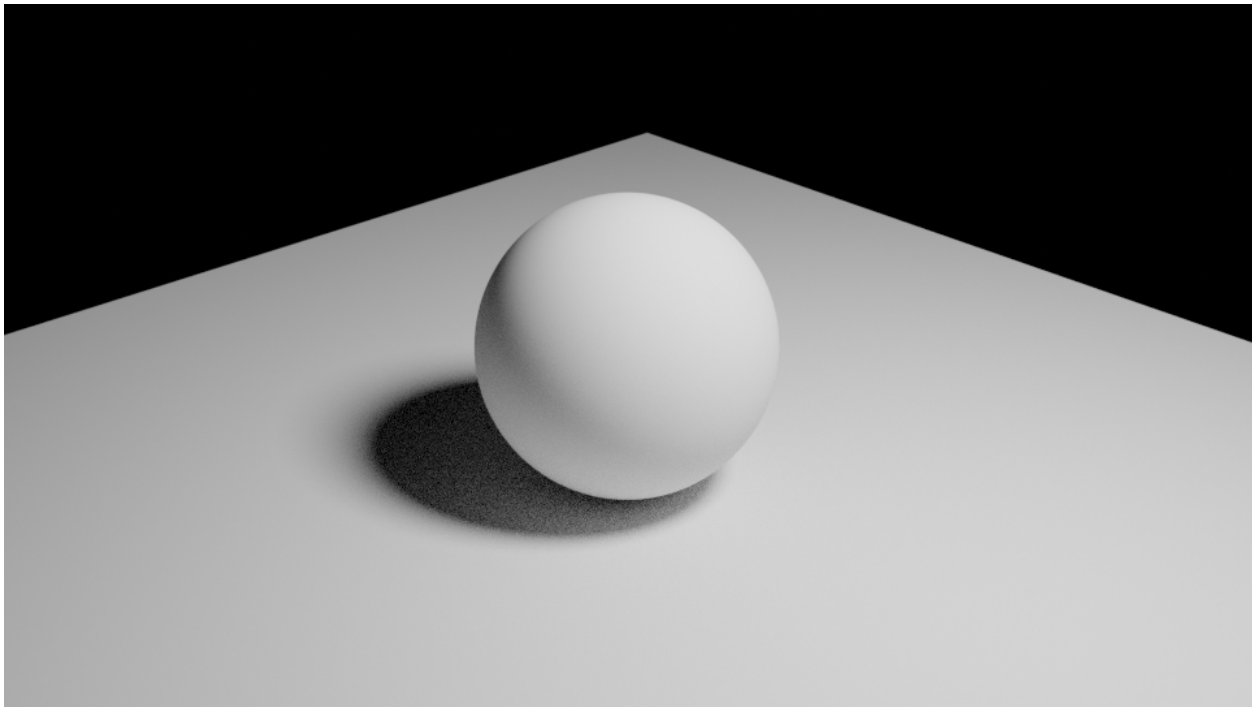
Checkpoint 2.3:



Checkpoint 2.4:

The image in checkpoint 2.3 is about twice as bright as the image in checkpoint 1.5, so irradiance must be an inversely linear function of distance.

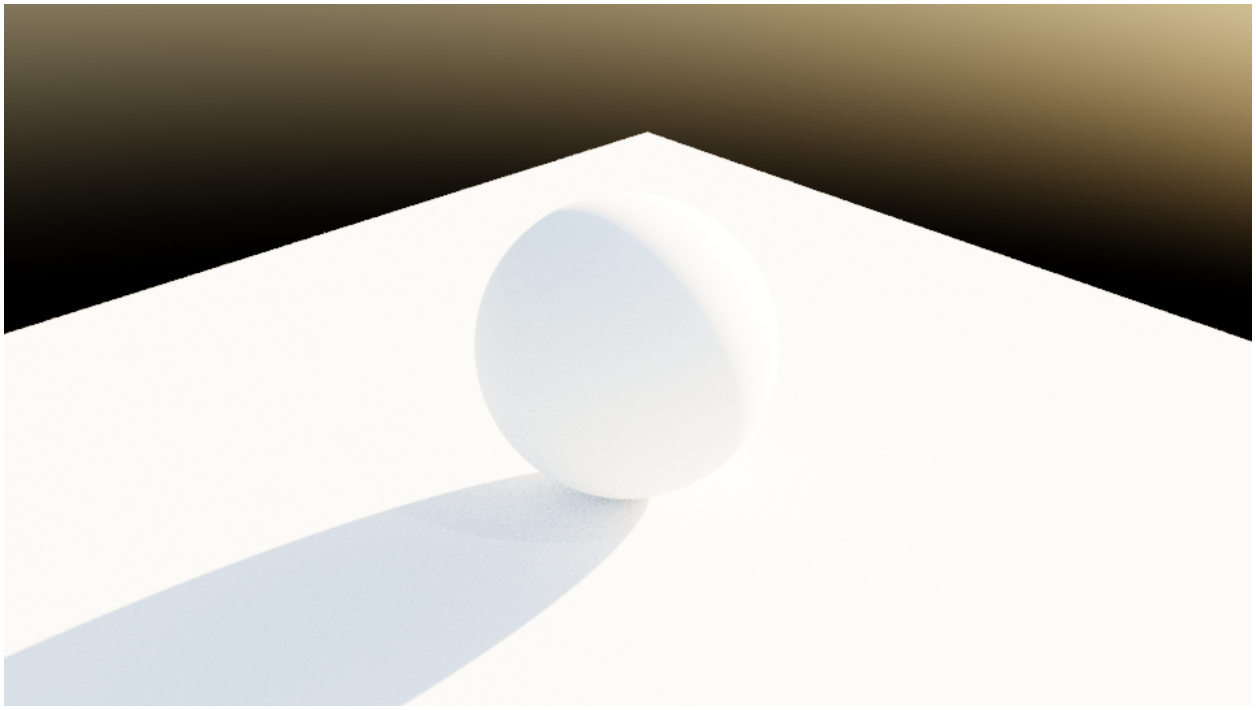
Checkpoint 2.5:



Checkpoint 2.6:

The area light is made clear by the smaller shadow in the image in checkpoint 2.5.

Checkpoint 3:



Checkpoint 4: