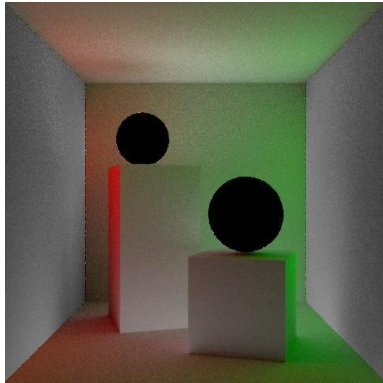


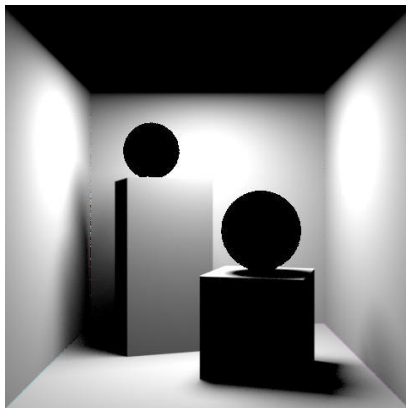
Activity 4

Name : Prithvi Raj Gali

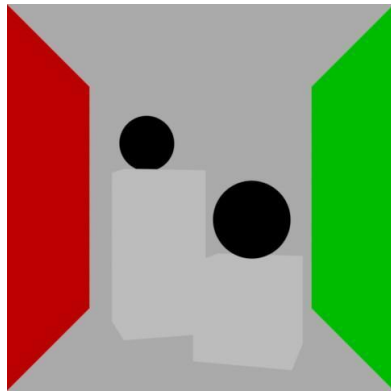
Checkpoint 1:1 Diffuse Direct



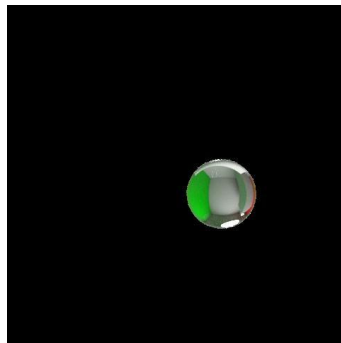
It incorporates diffuse which means lighting is from diffuse and direct, which means the illumination is direct.



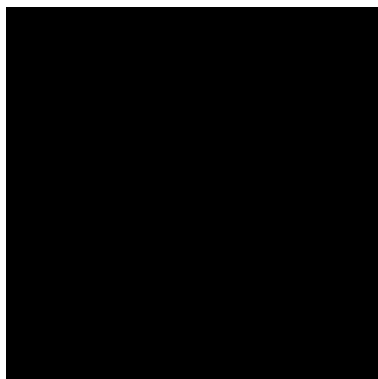
Diffuse Direct: Diffuse is lighting that is spread out over an area. Direct lighting falls in the direct path as rays from the light source.



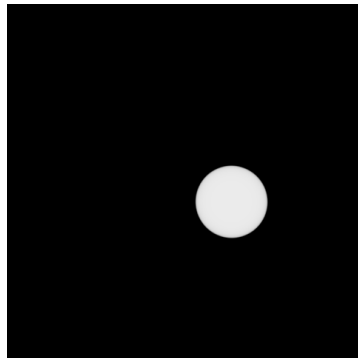
Diffuse color : Shows the basic color of the object and spheres are black The left wall is red, right wall is green and Everything else is grey.



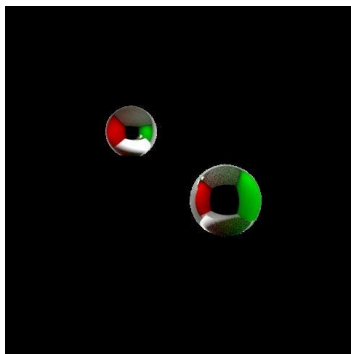
Transmission light is light that passes through an object. Only one sphere is lit here. This is also indirect, so the light passes indirectly through the sphere.



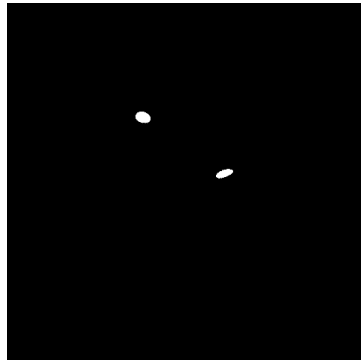
No light passes directly through any of the objects.



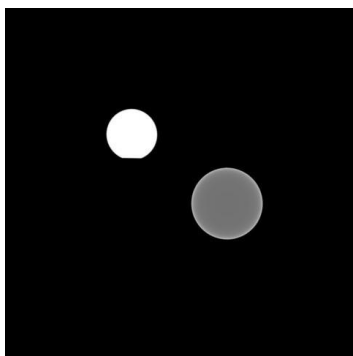
The sphere transmits the color gray.



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.

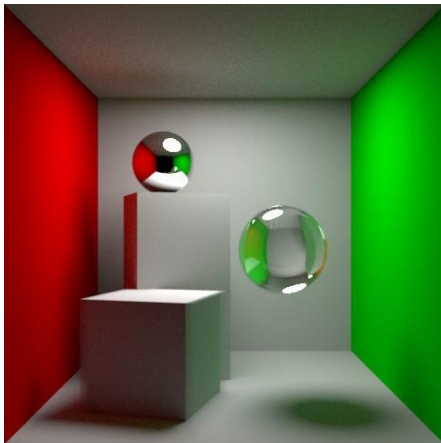


This is the light that is directly reflecting off the spheres.



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

Checkpoint 2:



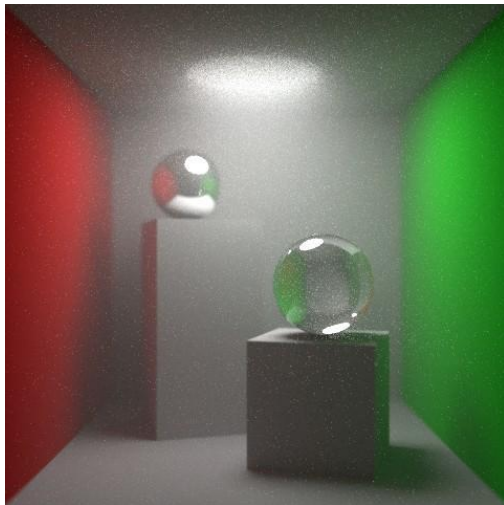
The motion blur has made the box edges blurry, particularly the left edge. The box is moving to the left

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

Github link

<https://github.com/Prithvi-1/csc322fa22->