Raghad Alghamdi
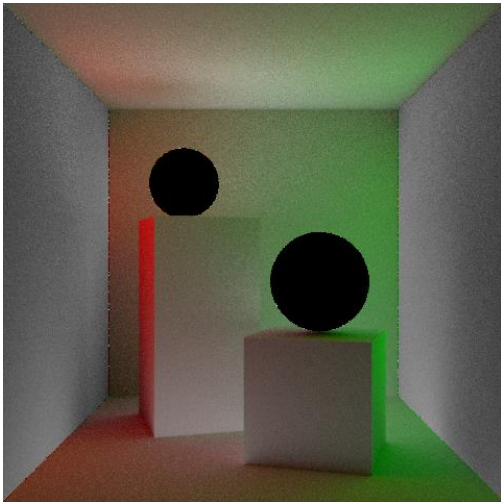
Activity 4

Checkpoint 1:

- DiffDir:

    The light is spread out over an area where the lighting falls directly in the direction of the rays from the light source, displaying the only kind of this lighting.

- DiffInd:

    The light is spread out over an area where the lighting falls directly in the direction of the rays from the light source, displaying the only kind of this lighting. Showing the spheres in black.
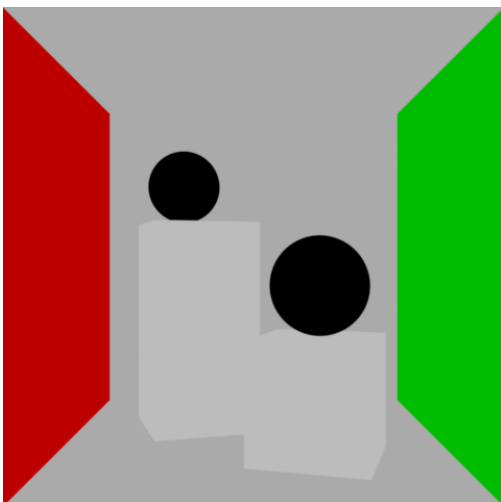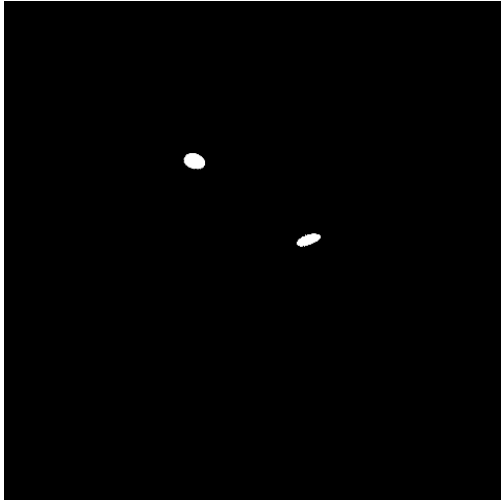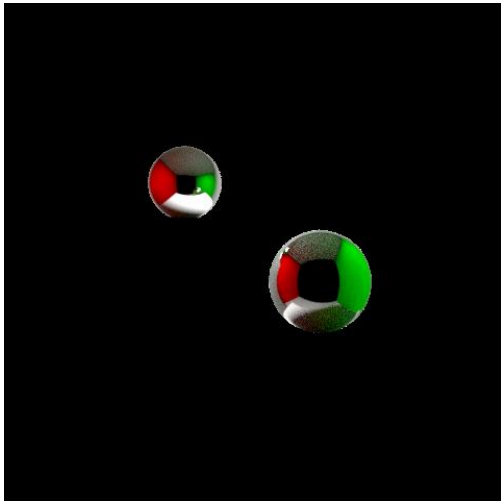

- DiffCol:

    The colors are shown in their basic states, and the spheres are shown in black.
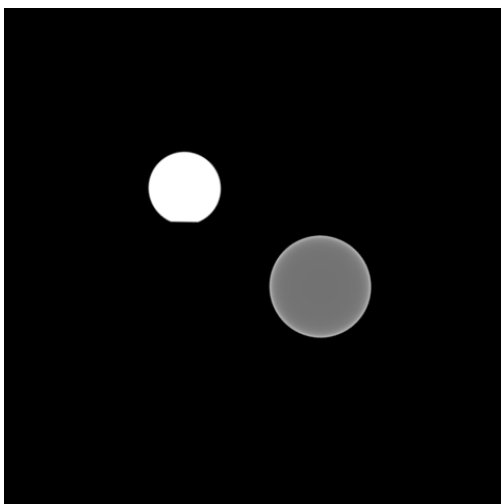
- GlossDir:

    The light is reflected on part of both spheres.
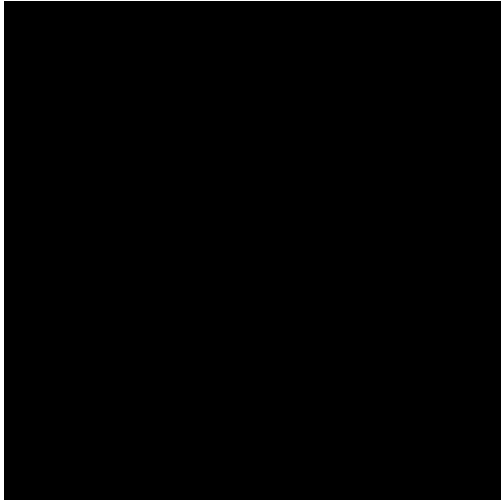

- GlossInd:

    The light is reflected on the surface of both spheres.
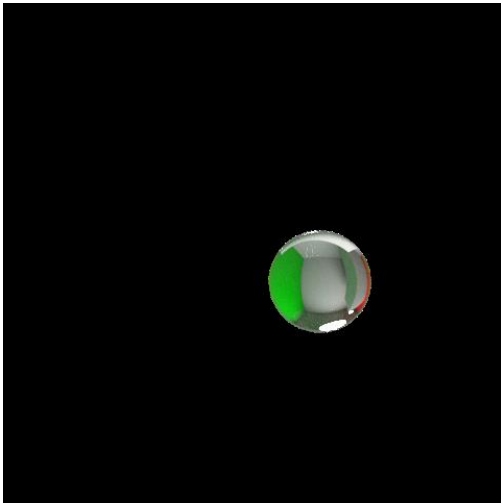

- GlossCol:

    The spheres are shown in grayscale colors, where sphere 1 is whit and sphere 2 is gray
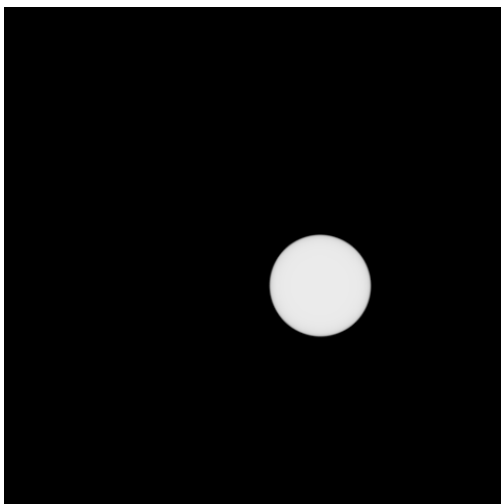
- TransDir:

  The light is reflecting on anything.

- TransInd:

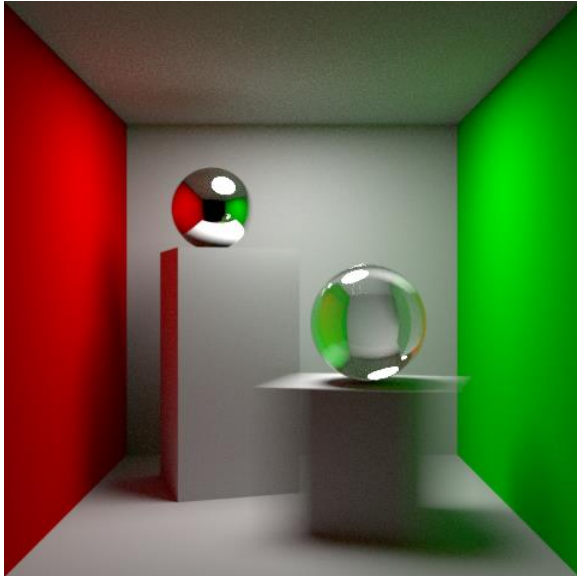 The light is reflected on only one sphere.

- TransCol:
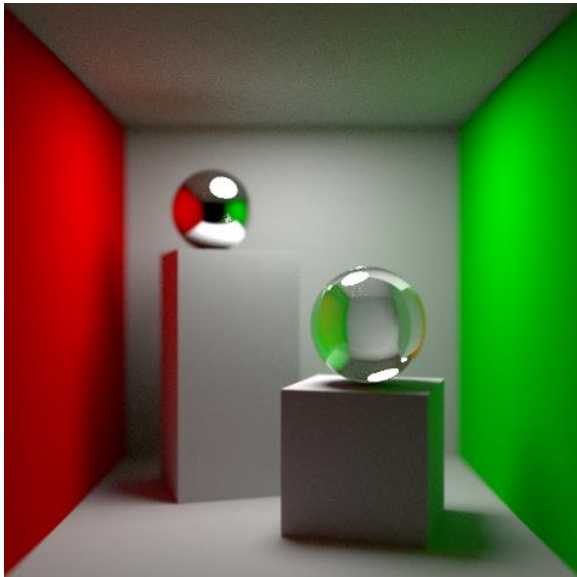
  The sphere transfers a gray color.

Checkpoint 2:

The image is shown with a blurry cube because the motion blur have been created for three frames for the small cube.

Checkpoint 3:

The small cube and the front sphere is shown clearly while things behind the front sphere is blurry.

Checkpoint 4:

The principled volume makes the scene looks different where the image looks not very clear like a translucent screen is in top of the image, where it made a fog in top of the image.