Computer Graphics

Lecture 5
Lighting
Blending

Lighting Models

Normals

Ambient Lighting

Diffuse Lighting

Specular Lighting

Combining Lighting Properties

Materials

Light Types

- Point
- Directional
- Spot Light

Blinn-Phong Model

Lights & Shaders

Color Blending

Blending Functions

You can do anything!

(without LLMs too)

Useful Links

- https://en.wikipedia.org/wiki/Blinn%E2%80%93Phong_reflection_model
- https://learnopengl.com/Advanced-Lighting/Advanced-Lighting
- https://learnopengl.com/Advanced-OpenGL/Blending
- https://registry.khronos.org/OpenGL-Refpages/gl4/html/glBlendFunc.xhtml
- https://www.lighthouse3d.com/tutorials/glsl-12-tutorial/the-normal-matrix/