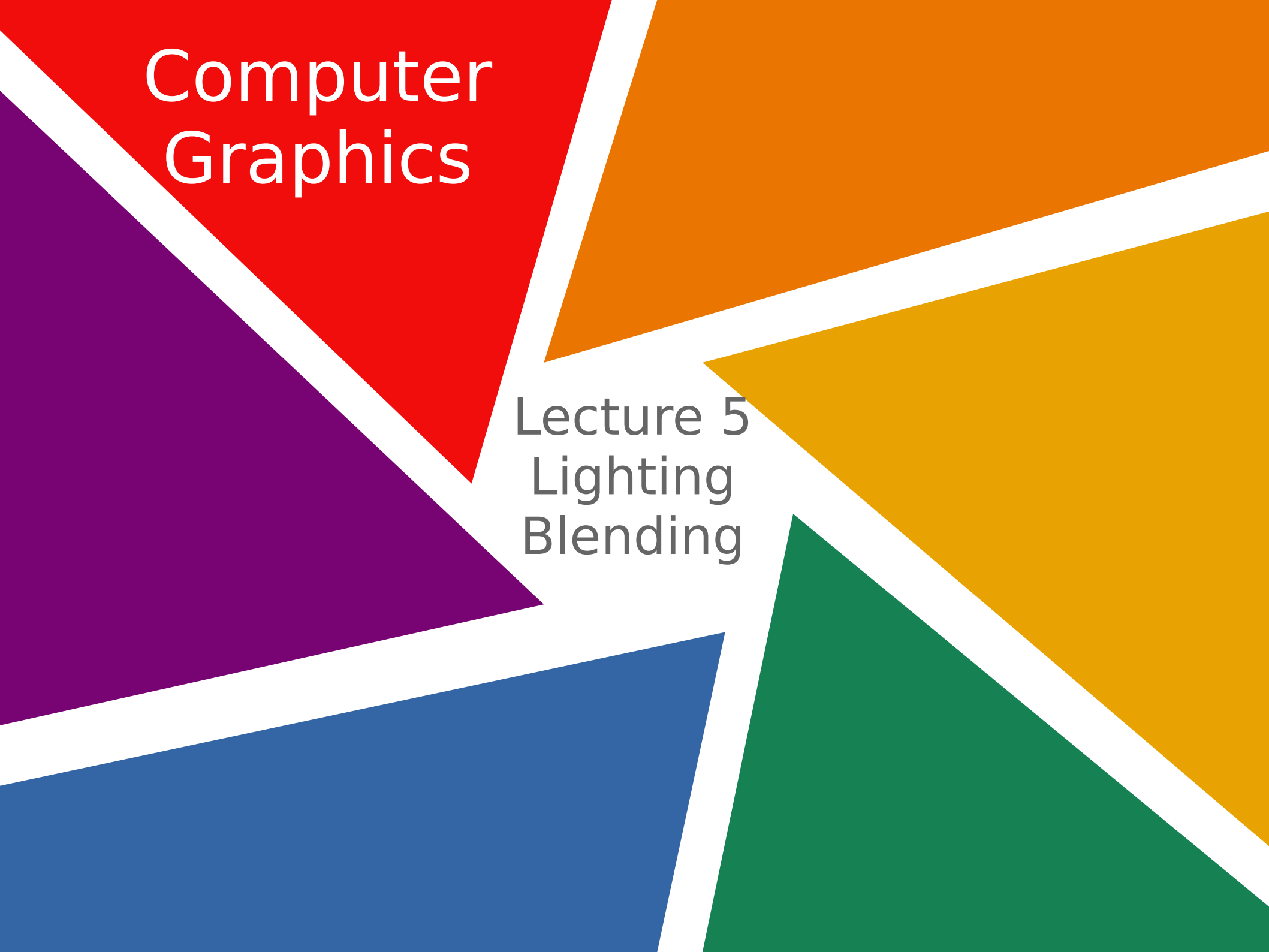


Computer Graphics

The background of the slide is composed of several large, overlapping triangles in various colors: red, orange, yellow, green, blue, and purple. The triangles are arranged in a way that they fill the entire frame, with some overlapping others. The colors are vibrant and the shapes are simple, creating a modern and abstract aesthetic.

Lecture 5 Lighting Blending

The background of the slide is composed of several large, overlapping, semi-transparent geometric shapes in various colors: red, orange, yellow, green, blue, and purple. These shapes are arranged in a way that creates a dynamic, abstract composition. The text 'Lighting Models' is centered in the white space between these shapes.

Lighting Models

The background of the slide is composed of several large, overlapping triangles in various colors: red, orange, yellow, green, blue, and purple. These triangles are arranged in a way that they fill the corners and sides of the frame, leaving a central white area where the text is located.

Normals

The background of the slide is composed of several large, overlapping triangles in various colors: red, orange, yellow, green, blue, and purple. These triangles are arranged in a way that they create a dynamic, abstract composition. The text 'Ambient Lighting' is centered in the white space between the triangles.

Ambient Lighting

The background of the slide is composed of several large, overlapping triangles in various colors: red, orange, yellow, green, blue, and purple. These triangles are arranged in a way that they fill the frame, with some overlapping others, creating a dynamic and colorful geometric pattern. The text 'Diffuse Lighting' is centered in the white space between the triangles.

Diffuse Lighting

The background of the slide is composed of several large, overlapping, semi-transparent geometric shapes in various colors: red, orange, yellow, green, blue, and purple. These shapes are arranged in a way that they create a dynamic, abstract composition. The text 'Specular Lighting' is centered in the white space between these shapes.

Specular Lighting

The background of the slide is composed of several large, overlapping triangles in various colors: red, orange, yellow, green, blue, and purple. These triangles are arranged in a way that they create a dynamic, abstract pattern around the central text.

Combining Lighting Properties

The background of the slide is composed of several large, overlapping triangles in various colors: red, orange, yellow, green, blue, and purple. These triangles are arranged in a way that they create a dynamic, abstract pattern around the central text.

Materials

Light Types

- Point
- Directional
- Spot Light

The background of the slide is composed of several large, overlapping triangles in various colors: red, orange, yellow, green, blue, and purple. These triangles are arranged in a way that they create a dynamic, abstract pattern around the central text.

Blinn-Phong Model

The background of the slide is composed of several large, overlapping triangles in various colors: red, orange, yellow, green, blue, and purple. These triangles are arranged in a way that they create a dynamic, abstract composition. The central area, where the text is located, is white.

Lights & Shaders

The background features several large, overlapping triangles in various colors: red, orange, yellow, green, blue, and purple. These shapes are arranged in a way that they seem to radiate from the center, creating a dynamic and colorful composition.

Color Blending



Blending Functions

The background of the slide is composed of several large, overlapping triangles in various colors: red, orange, yellow, green, blue, and purple. These triangles are arranged in a way that they fill the corners and sides of the frame, leaving a white central area where the text is located.

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/>