

Assignment 3 : Direct Lighting and Texturing

STUDENT NAME STUDENT NO. EMAIL

1 INTRODUCTION

Present background and related work of the algorithms required in this assignment. Summarize what you have done in this assignment.

2 IMPLEMENTATION DETAILS

Consisely describe the working flow of algorithms. Elaborate on mathematical model and equations of each algorithm. Write down problems you met in the assignment and how you solve them.

3 RESULTS

Exhibit your results by figures and tables. You should give a brief description of each figure and table, e.g., how tables/figures prove the correctness of your algorithms.

4 CONCLUSION

Draw a conclusion of this assignment.