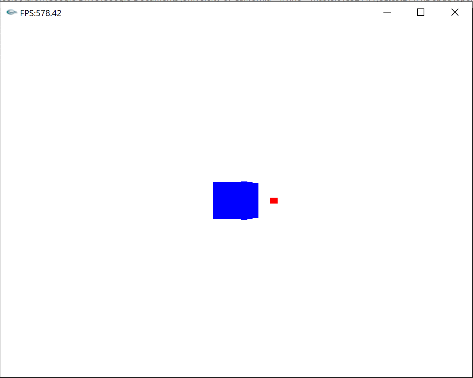
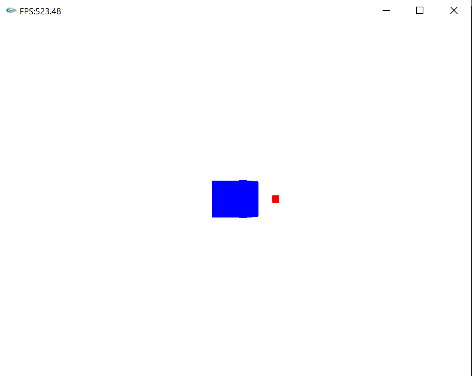
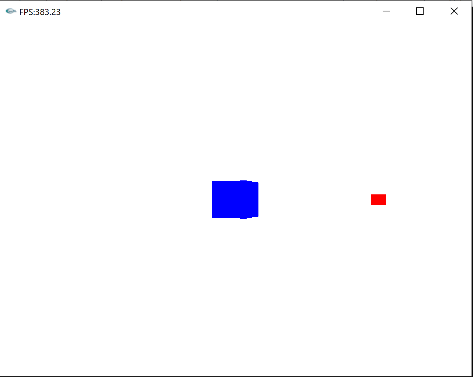
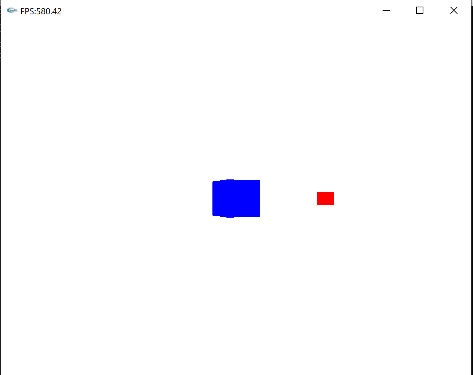
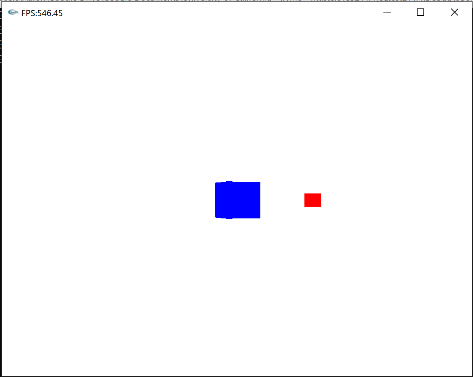
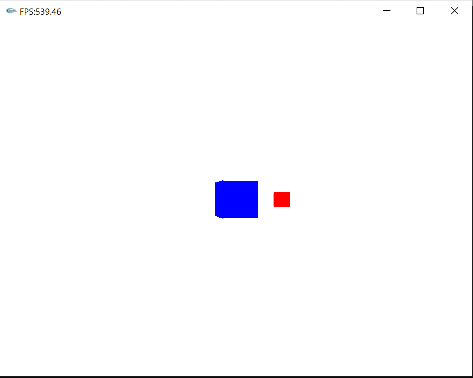
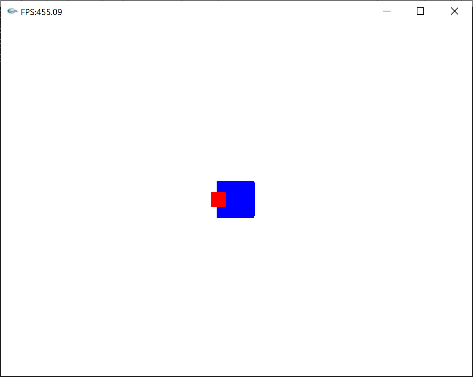
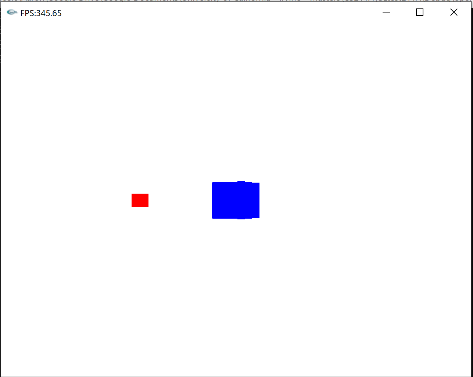
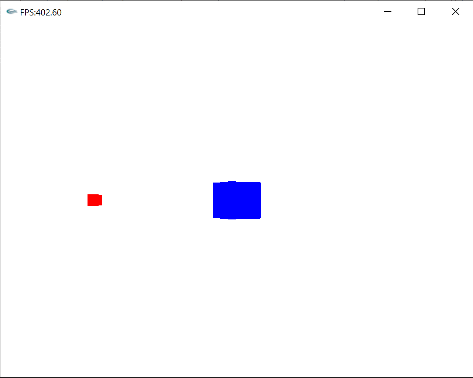
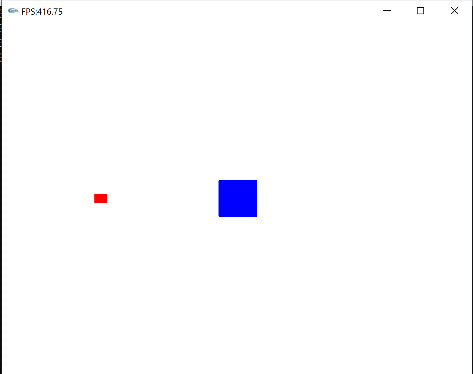
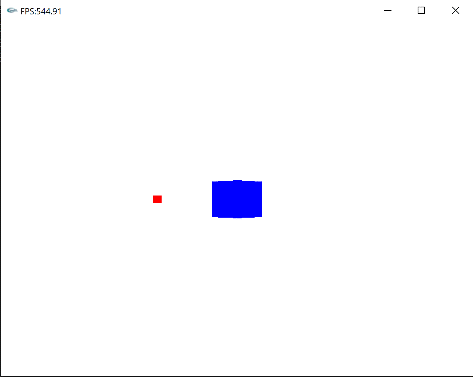
Beomjun Aaron Bae, Sakshi Agarwal

CS211A: Visual Computing

Assignment 4

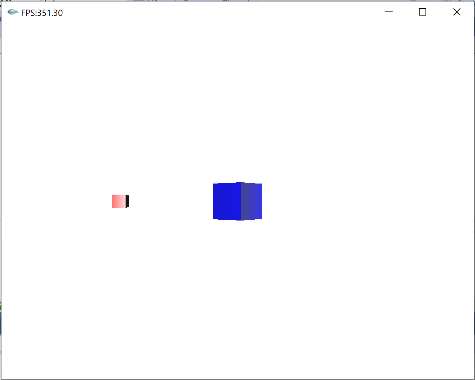
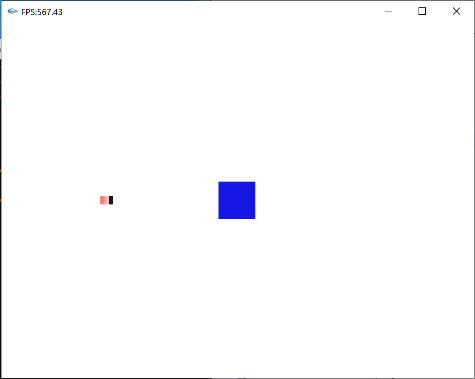
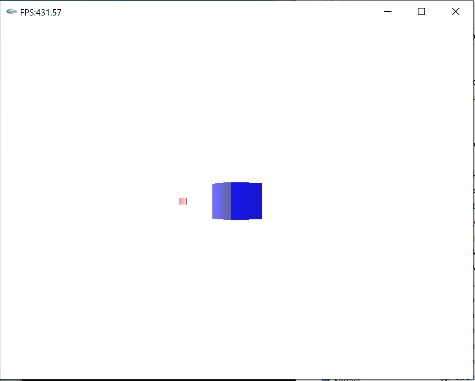
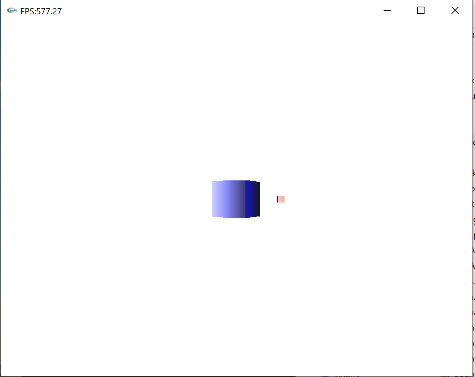
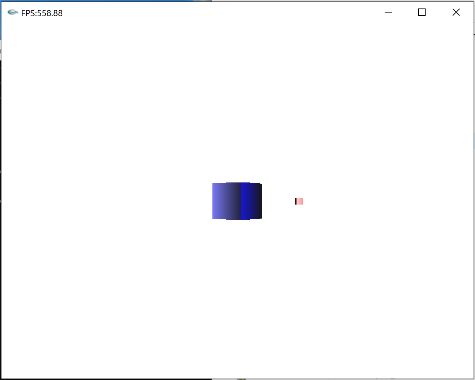
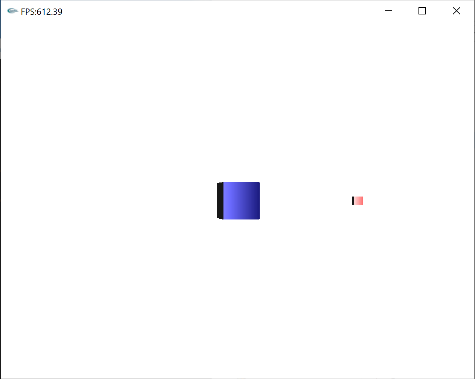
Deliverables:

1. No Lighting



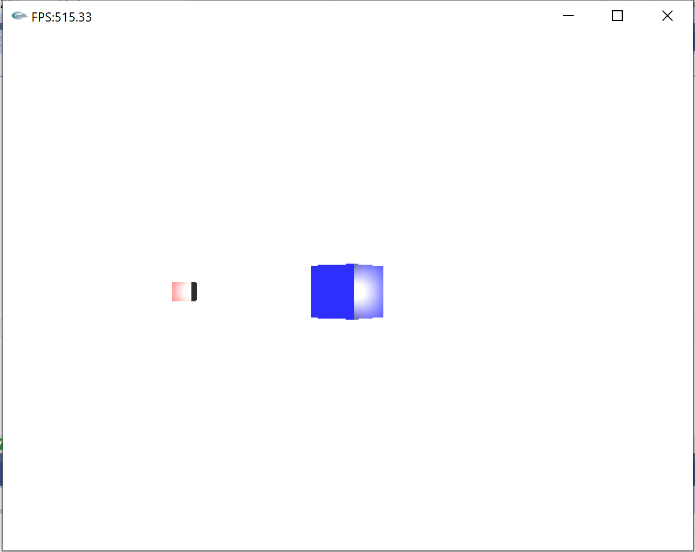
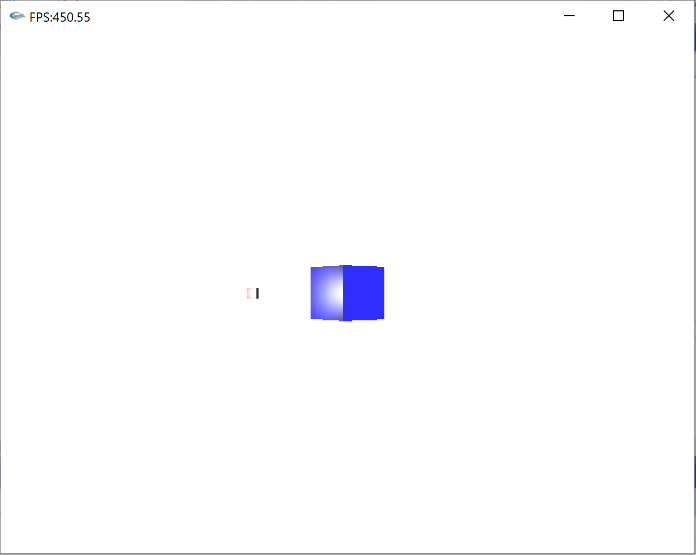
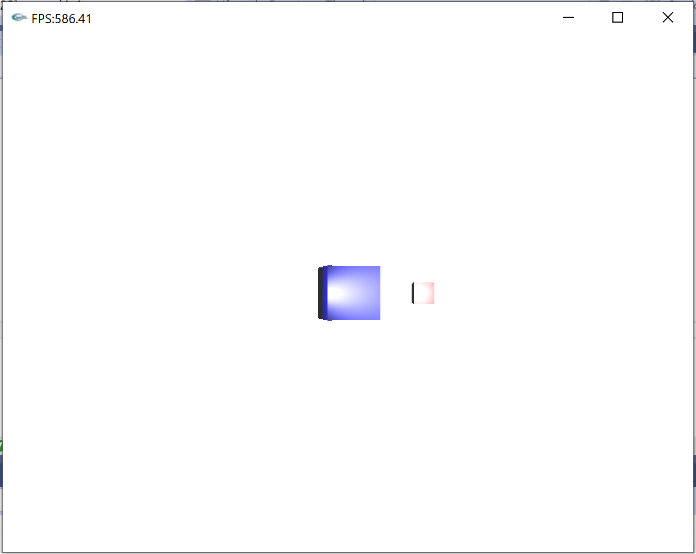
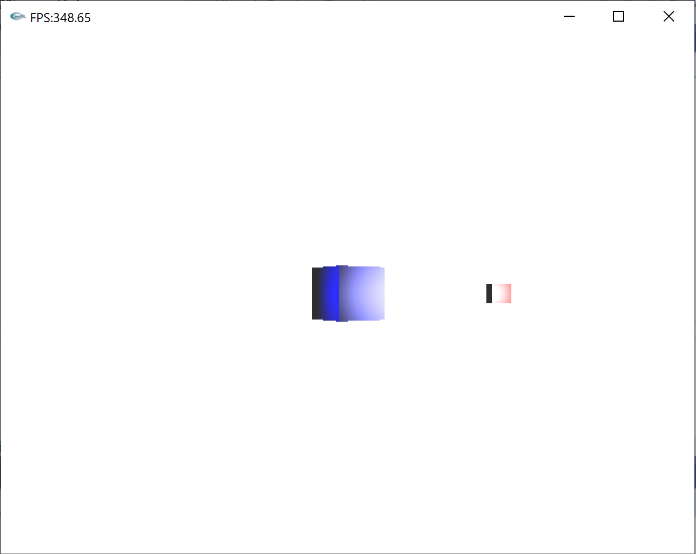
* EXPLANATIONS

1. Phong Shading



* EXPLANATIONS

1. Gouraud Shading



* EXPLANATIONS