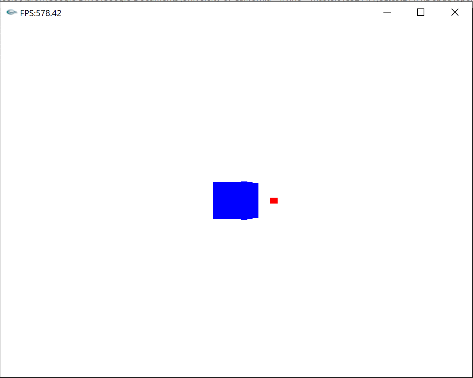
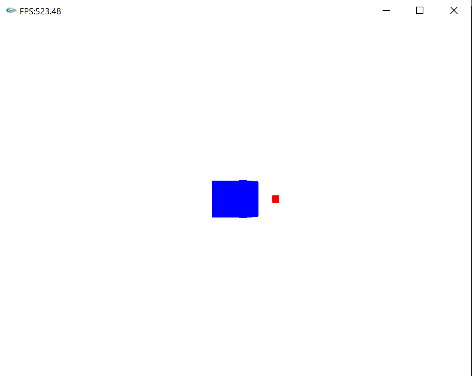
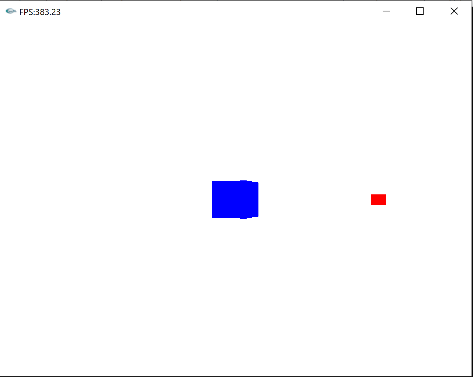
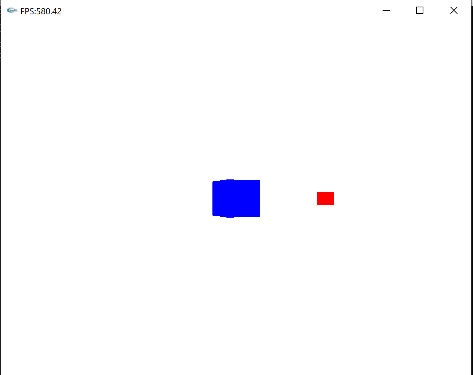
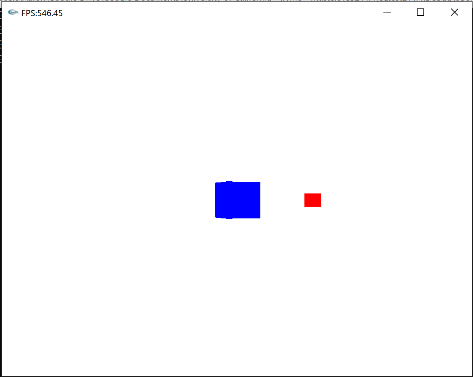
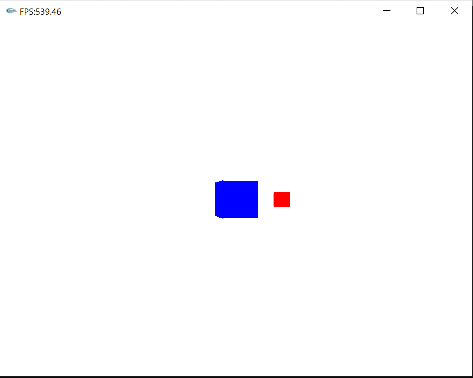
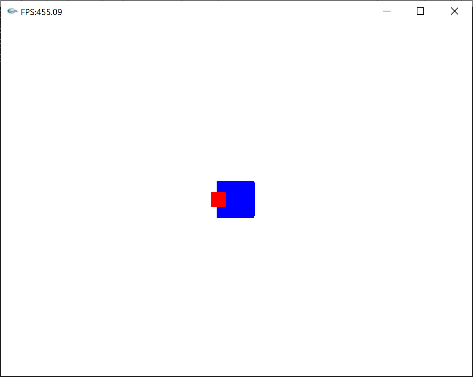
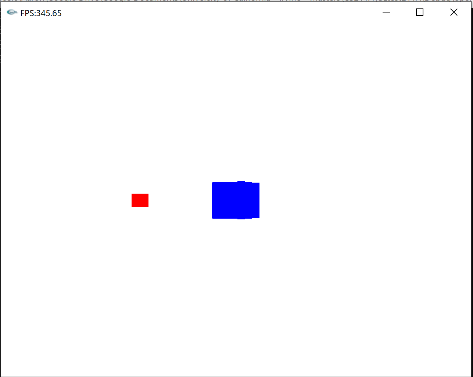
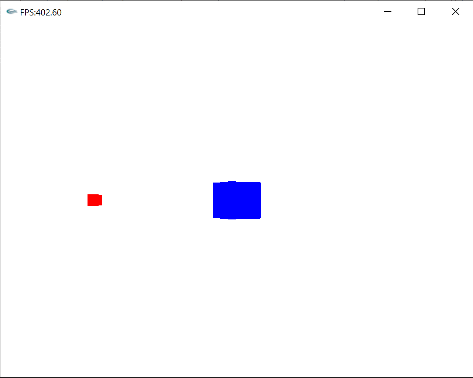
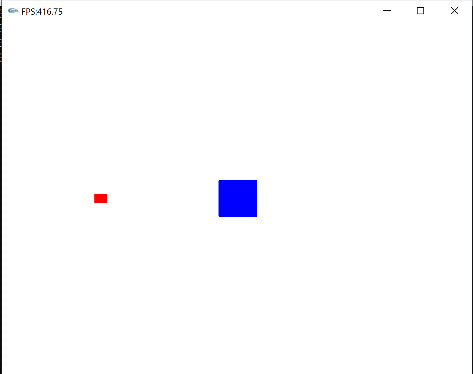
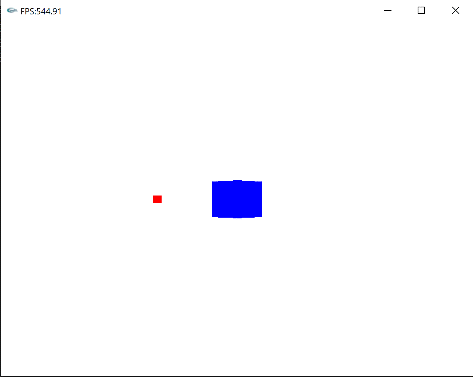
Beomjun Aaron Bae, Sakshi Agarwal

CS211A: Visual Computing

Assignment 4

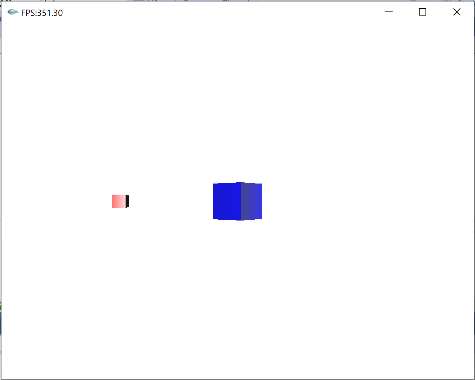
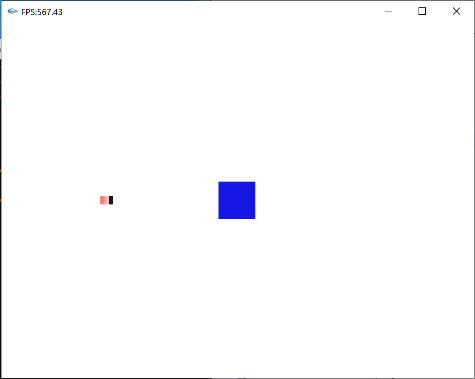
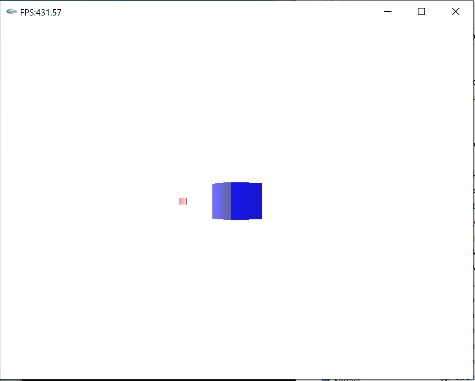
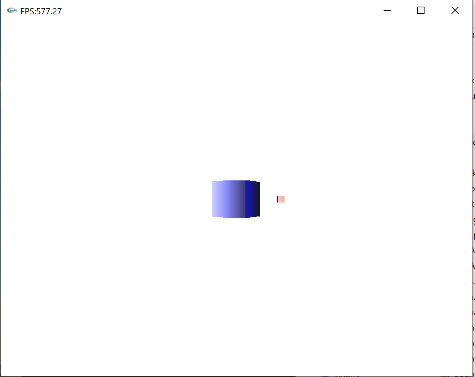
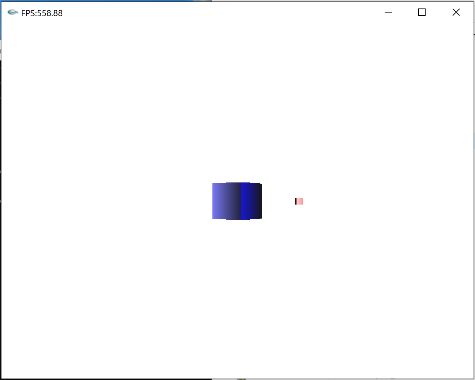
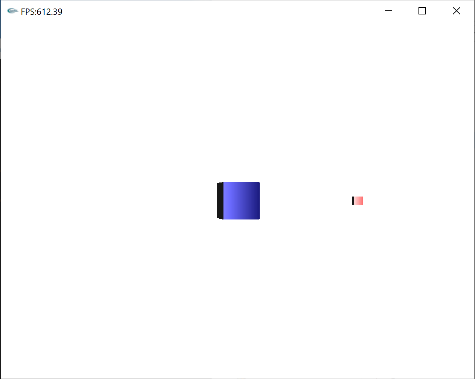
Deliverables:

NO LIGHTING



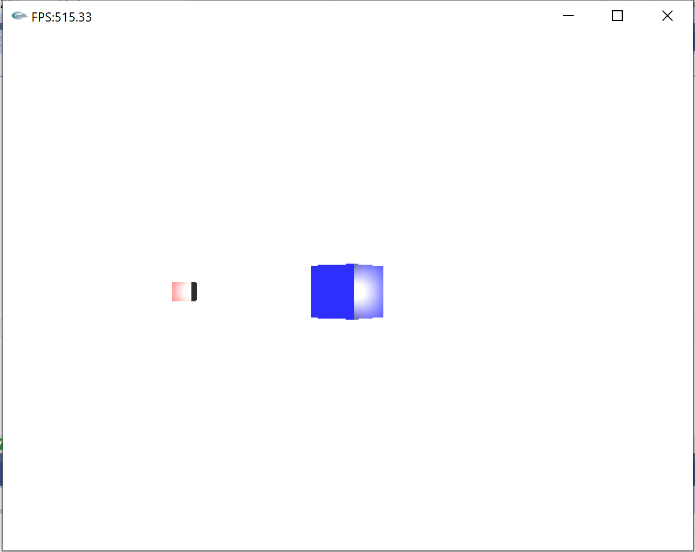
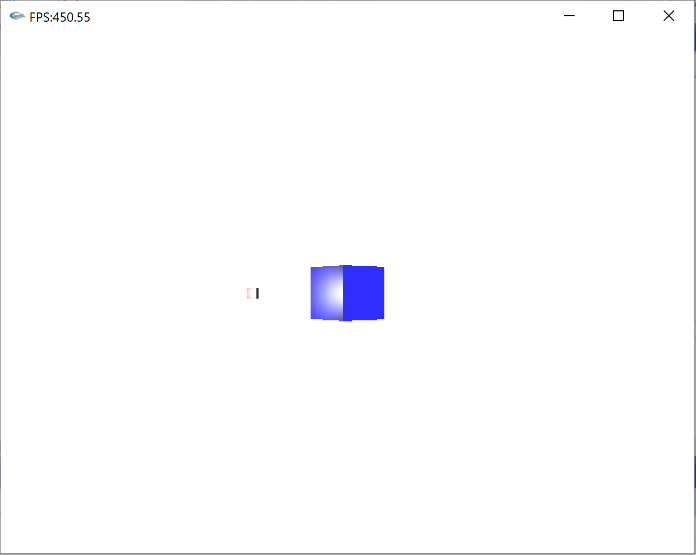
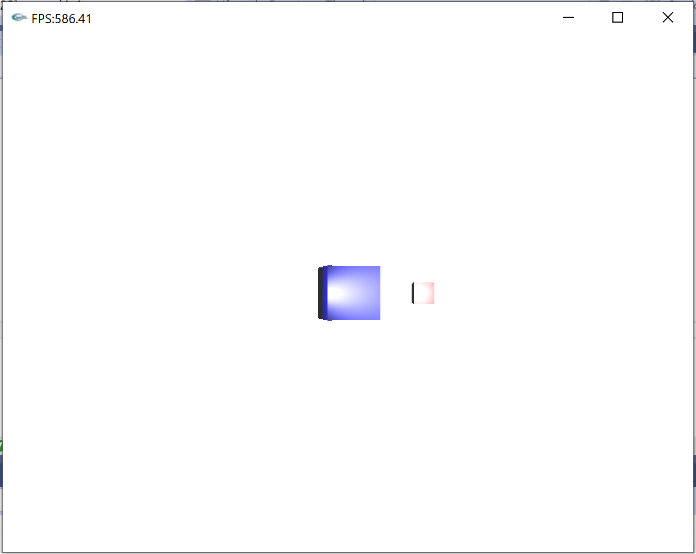
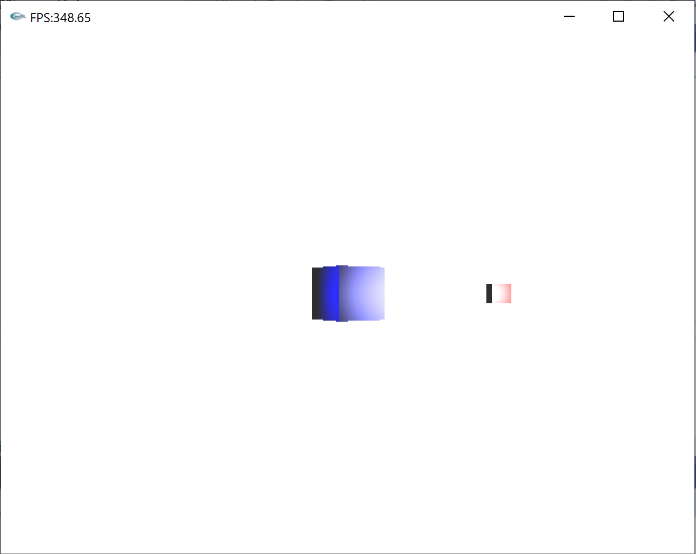
We see that there are no effects of lighting or shadows in the rendered images. Both the cubes have a single bright colour with no shading effects.

Gourard Shading



Since in gourard shading, the color inside the primitives (or triangles) is computed from the color at its vertices using screen space interpolation, it misses specular highlights that exists in the interior of the triangle. Hence, the effect of lighting is smooth inside the primitives and hence, the images above shows a smooth surface patch.

Phong Shading



Since in Phong shading, the normals in the primitives are interpolated using screen space interpolation of its normal at its vertices and then the color is computed at each pixel using an illumination model, the specular lighting can be seen clearly in the images above.