

Assignment 1: Illumination Model

-Video link:

https://youtu.be/X2_c3Y7G40E

-Description of the video:

top (green teapot): Phong Blinn shader

bottom left (red teapot): Toon shader

bottom right (blue teapot): Cook Torrance shader

-Library used:

Anton's Maths_functions

Assimp for loading mesh

stb_image.h for loading image

-Shaders code following:

Toon:

<http://www.lighthouse3d.com/tutorials/glsl-12-tutorial/toon-shading-version-i/>

PhongBlinn

https://github.com/capnramses/antons_opengl_tutorials_book/tree/master/08_phong

Cook-Torrance

<https://github.com/kamil-kolaczynski/synthclipse-demos/blob/master/src/jsx-demos/lighting-models/shaders/model/cook-torrance.glsl>

-Codes are (mostly) in:

fragment shaders:

Toon: Toonfs.glsl

PhongBlinn: PhongBFSGreen.glsl

Cook Torrance: CTfs.glsl