2023-1 Computer Graphics
4th week

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Light source

Light source

https://youtu.be/ZbszezwNSZU

Light source

https://youtu.be/JB4d1yXZ-yA

Light source

https://youtu.be/MJV55-Buw60

What else does it make lighting important?

How can we calculate shading?

Light and Shadows

https://youtu.be/LUjXAoP5GG0

Light-material Interactions
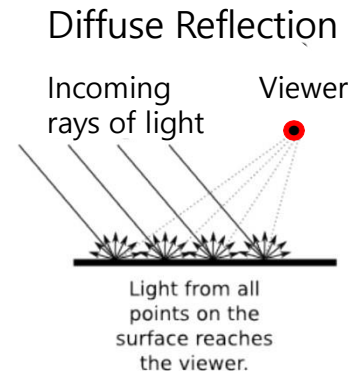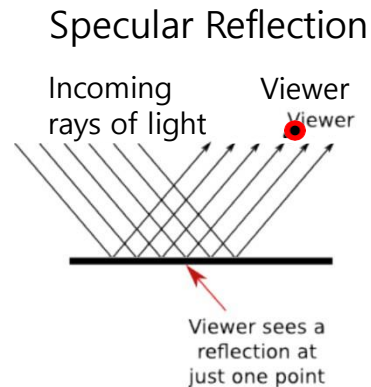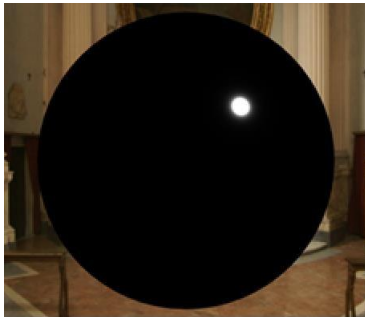
- ## Light-material Interactions
    - When light strikes a surface, some of it will be reflected.
    - Reflection depends on the material properties of the surface.
    - It is commonly approximated by two general types of reflection : specular reflection and diffuse reflection.

Specular Reflection

Incoming rays of light   Viewer
                              Viewer

Viewer sees a reflection at just one point

Diffuse Reflection

Incoming rays of light   Viewer

Light from all points on the surface reaches the viewer.
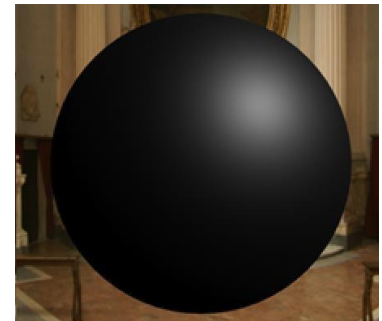
How do we render transparent surface?