CS/SE 3GC3 Lab 4 – Graded Exercises

1 Exercises

Please read the following before starting:

- These exercises are graded.

- You must push your work to your GitLab repo by the end of the tutorial.

- You will **not** have any more time to work on these exercises after the tutorial is over. I.e., we will only mark the contents of your GitLab repo as they are at the end of the tutorial.

- You cannot access the Internet.

- You can reference your exercises from labs.

1. Enable only `LIGHT0`.

2. Configure `LIGHT0` with the following properties:

   (a) Any vertex where no light reaches it will be completely black.
   (b) 70% diffuse white.
   (c) 50% specular white.
   (d) Positioned 15 units to the left of the sphere, 5 units above the sphere, and 5 units in front of the sphere (towards the camera).

3. Set material properties on the sphere such that:

   (a) Any vertex where no light reaches it will be completely black.
   (b) The material is pure red (noting that the final colour may not be red, the colour of each vertex depends on the material and the lights).
   (c) A 50% specular white component.
   (d) Shininess of 10

4. The final result should look exactly like Figure 1.

5. Make sure you push and commit your changes! Check the GitLab website to ensure you pushed successfully.

6. Please ensure your TA has all copies of test before you leave the lab room.

Figure 1: Result