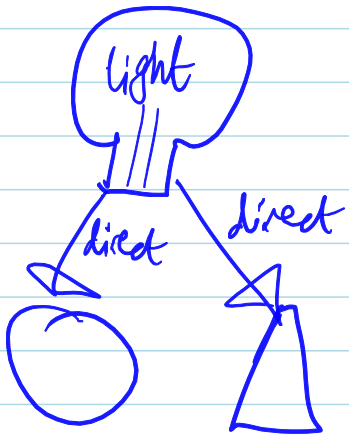
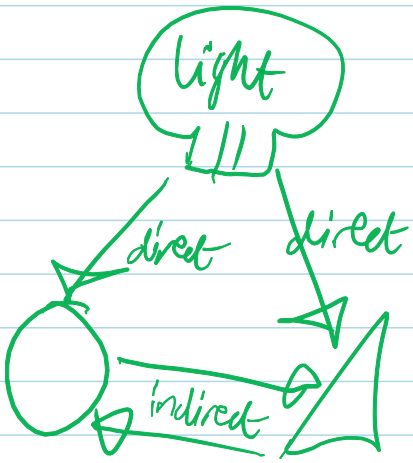
Week 9A - Rendering

- have a look at mocapBVH
- Local illumination, implementing texture and surface detail
- Rasterisation = choose optimum set of pixels
  + z-buffer removing hidden surfaces
  + apply illumination model & smooth shading
- vertices pass thru viewing pipeline, which are rasterised
-



LOCAL illumination
- objects in scene treated SEPARATELY from others



GLOBAL illumination
- treat objects together + model ALL interactions

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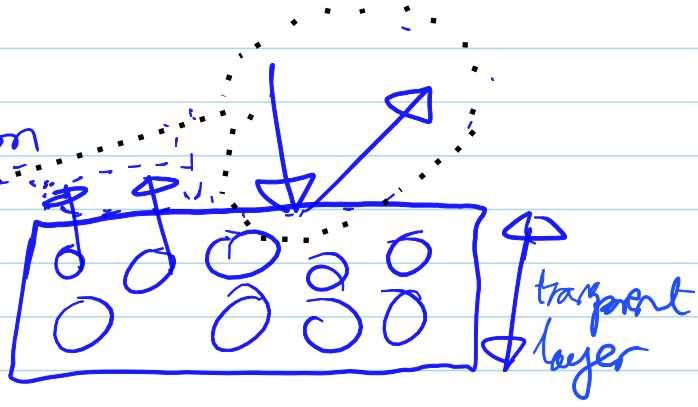
- LOCAL illumination: approximating how light interacts with matter
  - creativity

- How LI model works



1. Light/surface interaction
   - diffusely
   - specularly

reflected light

- DIFFUSE reflection: absorb some wave lengths, reflect incident rays in ALL directions
  - object only looks green because it REFLECTS green
- SPECULAR reflection: when it occurs at the air/surface interface
  - Colour of specular reflection APPEARS the same as the light source

- Perfect diffuse: incoming ray reflected across all angles