

Lighting

Let us light the world

Light

creates more realism

creates light and shadow

can create more detail with normal mapping

Sources

Directional Light

Point Light

Spot Light

Types

Ambient

Diffuse

Specular

Emission

$\text{Texture} * (\text{Ambient} + \text{Diffuse}) + \text{Specular} + \text{Emission}$

Light Source



L



N



R



Viewer



V



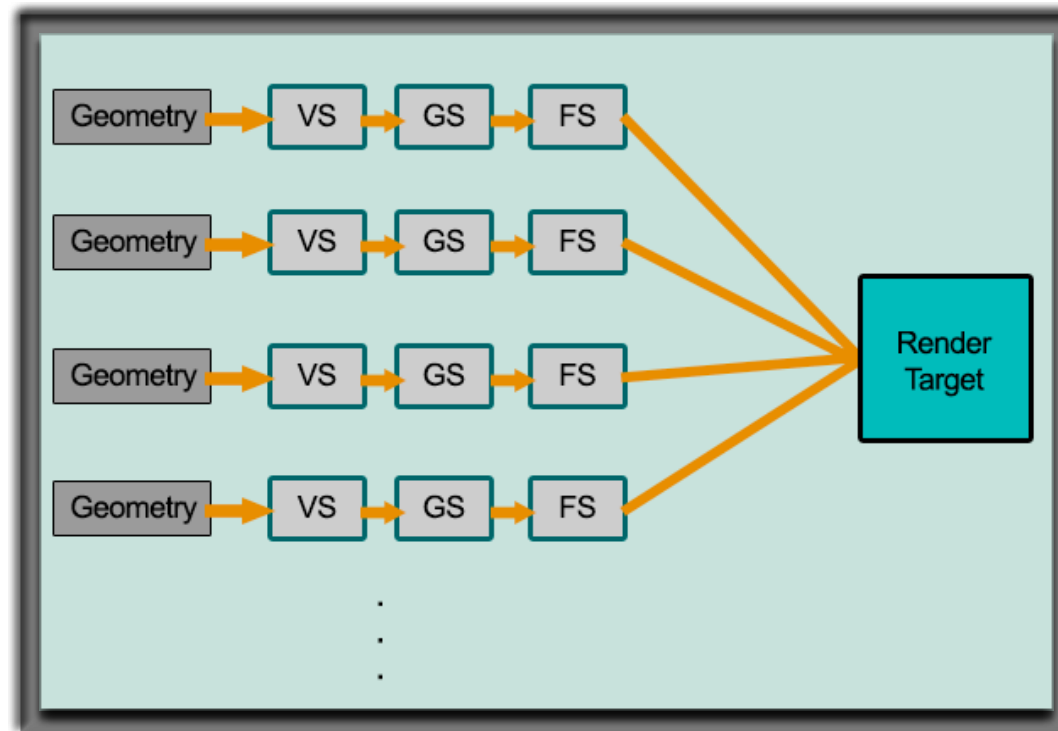
Surface



Rendering Pipelines

Forward Rendering

Deferred Shadowing



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