**Week 8 Tutorial Questions**

6.2 In the development of the Phong reflection model, why do we not consider light sources being obscured from the surface by other surfaces in our reflection model?

6.3 The Phone reflection model uses four vectors to calculate a color for an arbitrary point on a surface. Why do we use these four vectors?

6.4 How should the distance between the viewer and the surface enter the rendering calculations?

6.7 Let φ be the angle between the normal and the halfway vector, ϕ be the angle between the viewer and the reflection angle, and θ be the angle between the normal and the light source. Show that if v lies in the same plane as l, n, and r, then the halfway angle satisfies ϕ = 2φ.