CS 488 Fall 2013 Project 3

Sample Database

You are free to change the value of the parameters.

// VRC system

PRP (World Coordinates) (0.0, 0.0, 0.0);

VRP (World Coordinates) (0.0, -20.0, -10.0);

VPN = (0.0, 0.0, 1.0);

VUP = (0.0, 1.0, 0.0);

// Bounds of viewing window plane in VRC coordinates

umin = -40.0; umax = 40.0; vmin = -40.0; vmax = 40.0

// Ambient Light

Ia: (1.0, 1.0, 1.0)

// Light Source

Is: (1.0, 1.0, 1.0)

position: (0, 40, -5)

// Object – Large Polished Silver Sphere

Center: (-15.0, 0, -40.0)

Radius: 20.0

Ka: 0.231, 0.231, 0.231

Kd: 0.278, 0.278, 0.278

Ks: 0.774, 0.774, 0.774

n: 89.6   // specular exponent

// Object – Small Polished Silver Sphere

Center: (25.0, 0, -30.0)

Radius: 10.0

Ka: 0.231, 0.231, 0.231

Kd: 0.278, 0.278, 0.278

Ks: 0.774, 0.774, 0.774

n: 89.6   // specular exponent

// Object – Red Wall

(-40.0, -20.0, -10.0)

(-40.0, 30.0, -10.0)

(-40.0, 30.0, -80.0)

(-40.0, -20.0, -80.0)

Ka: 0.35, 0.06, 0.02

Kd: 0.82, 0.2, 0.1

Ks: 0.1, 0.1, 0.1

n: 5.0   // specular exponent

// Object – Green Wall

(40.0, -20.0, -10.0)

(40.0, 30.0, -10.0)

(40.0, 30.0, -80.0)

(40.0, -20.0, -80.0)

Ka: 0.35, 0.06, 0.02

Kd: 0.521, 0.72, 0.2

Ks: 0.1, 0.1, 0.1

n: 5.0   // specular exponent

// Object – Blue Wall

(-40.0, -20.0, -80.0)

(-40.0, 30.0, -80.0)

(40.0, 30.0, -80.0)

(40.0, -20.0, -80.0)

Ka: 0.35, 0.06, 0.02

Kd: 0.1, 0.2, 0.8

Ks: 0.1, 0.1, 0.1

n: 5.0   // specular exponent