

P09

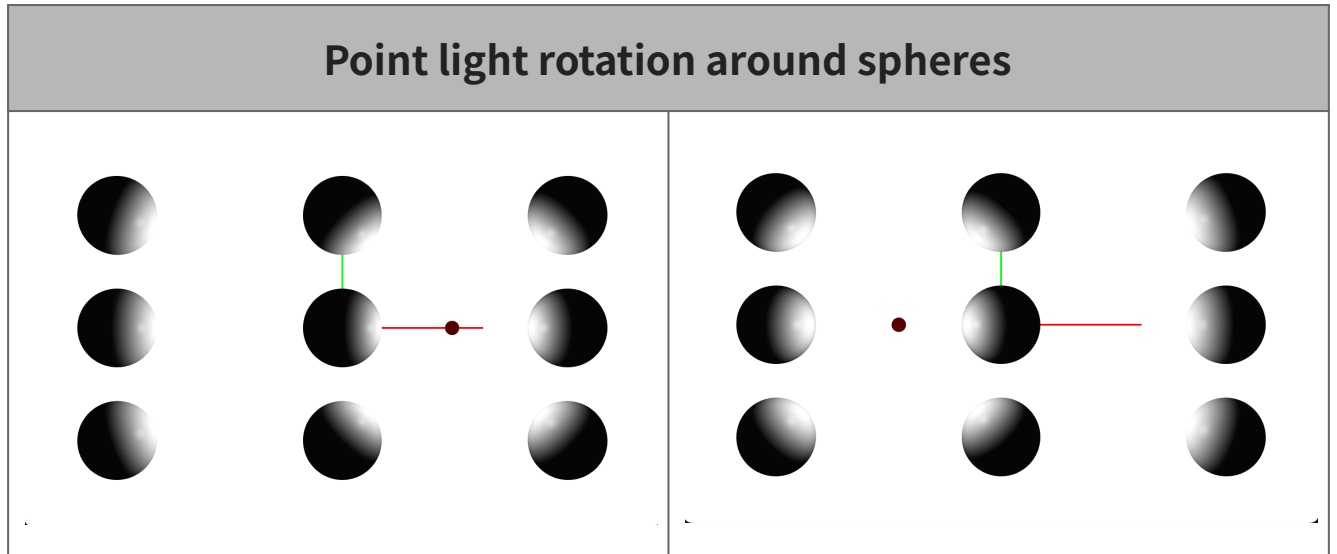
Lights and Materials

Self-Scoring table

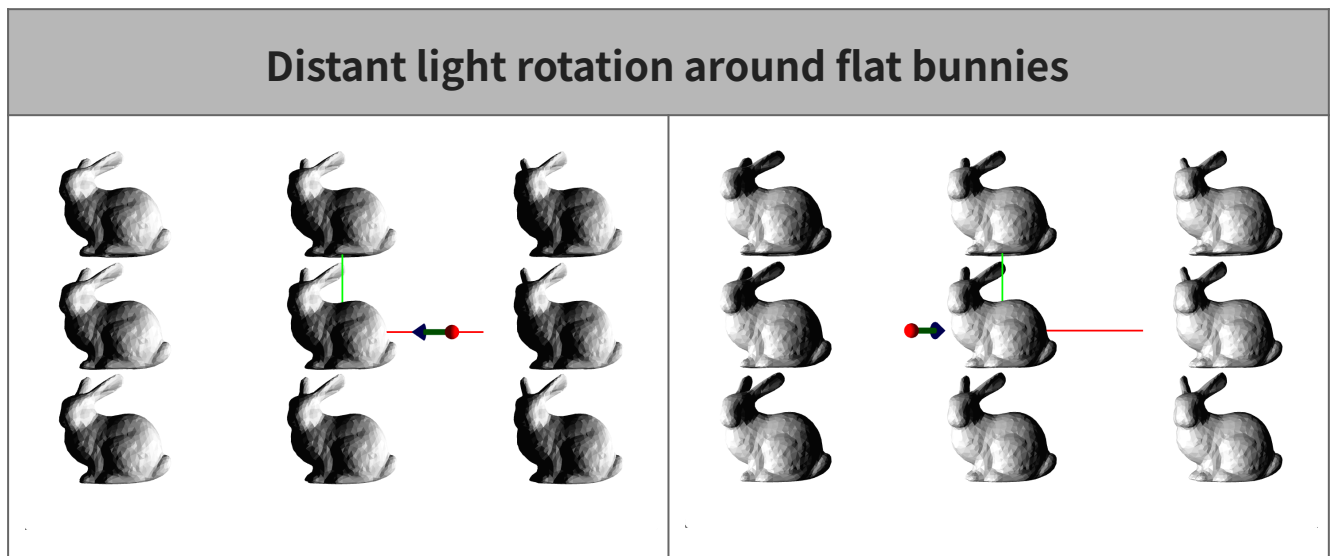
	P01	P02	P03	P04	E01
Score	1	1	1	1	1

Practice

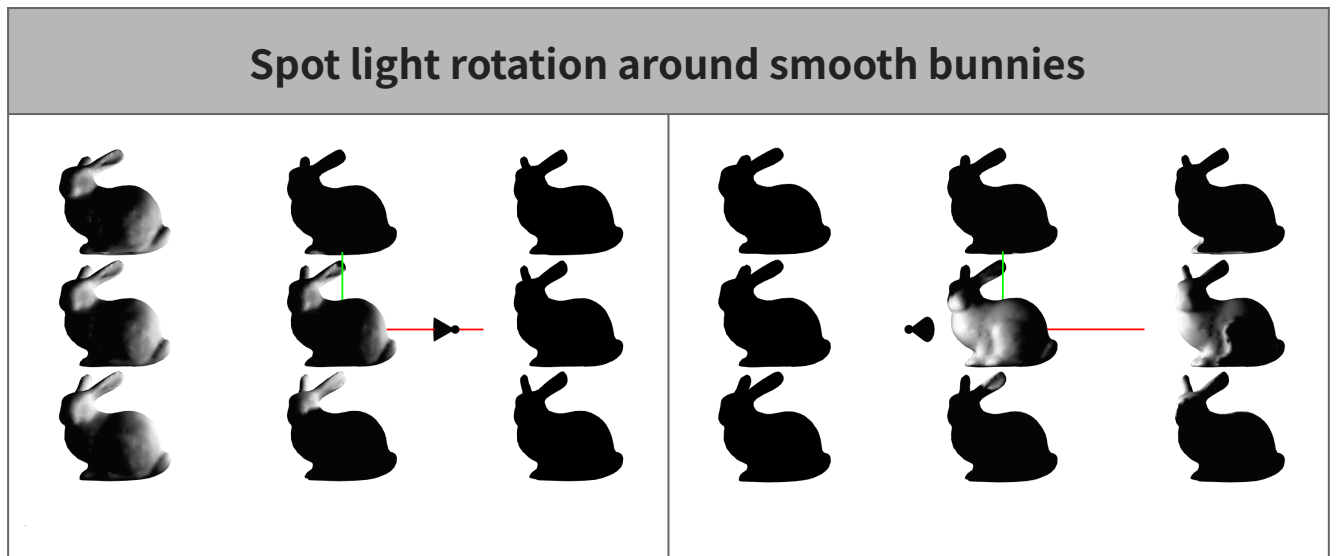
-P01



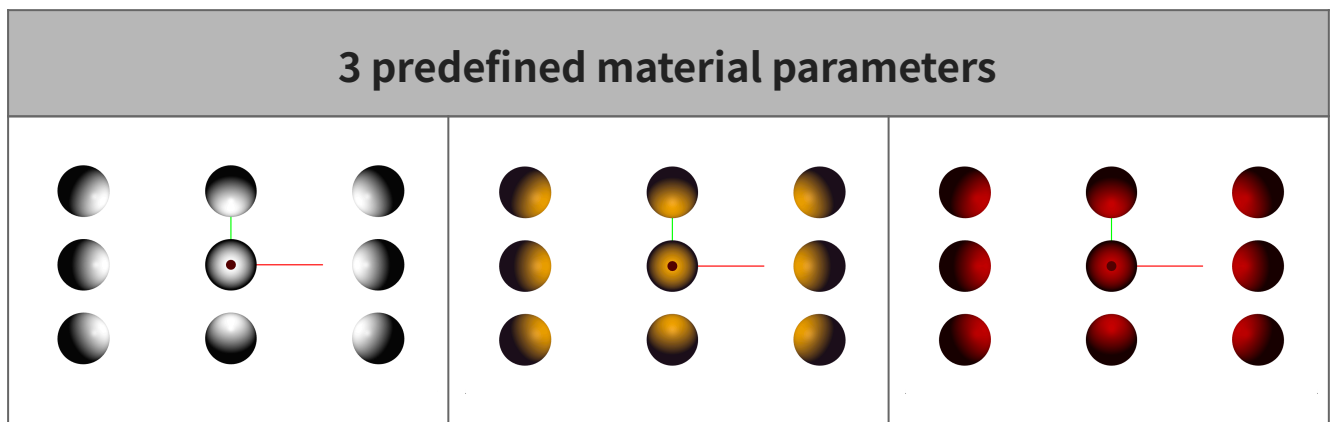
-P02



-P03

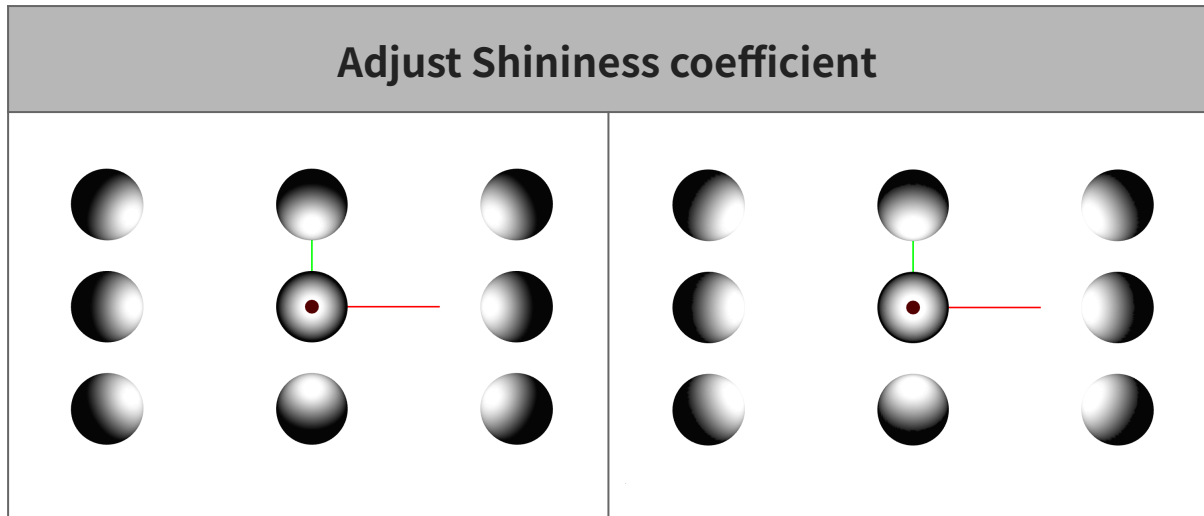


-P04



Exercise

-E01



material의 shininess값을 양쪽 방향으로 조절 할 수 있게 만들어
변환을 구현하였다