

# Project C

## Gym Lighting

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## I Goals

In this project, I designed three robot doing exercise in the gym (Ground Grid). Also, I add lighting in the gym and use different shading and lighting methods to apply the lighting. Based on the knowledge of project, the page can also be resized.

## II User Guide

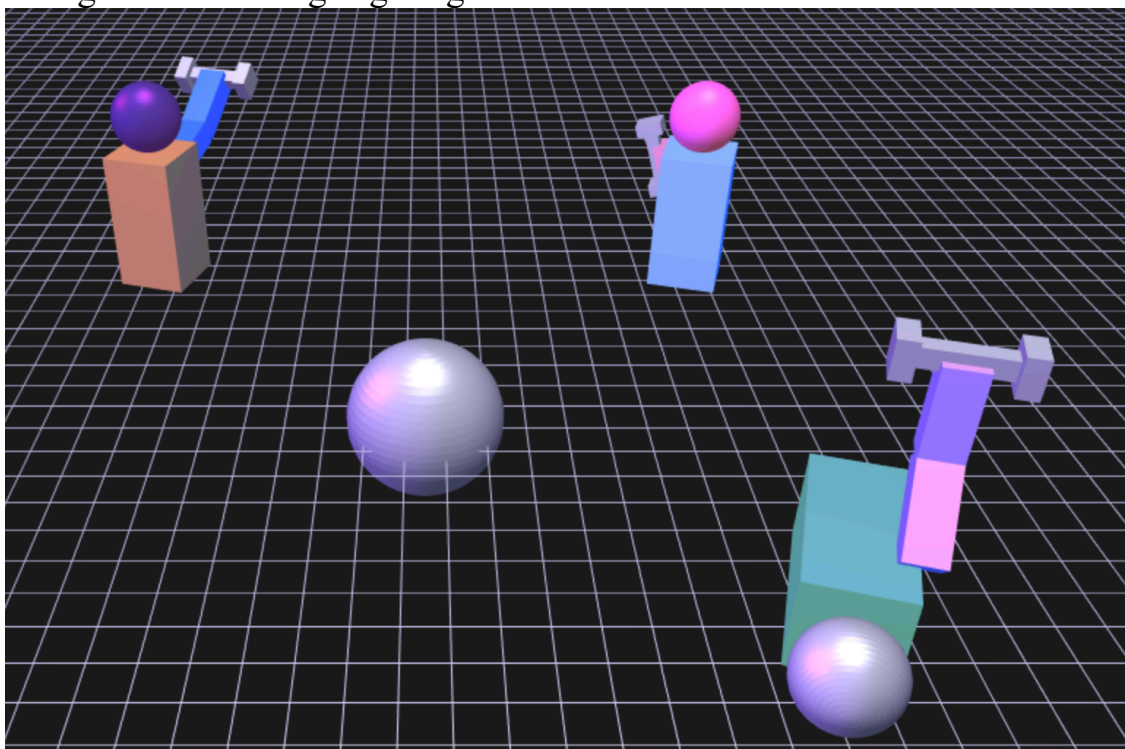
Here is the user guide.

Move the camera: Camera direction: switch for head light: switch for world light: switch for shading mode: switch for lighting mode: Shading Mode: Phong shading  
a s d j k l q e u o Lighting Mode: Blinn-Phong lighting  
Position: X: -111.0 Y: 2.0 Z: 5.0

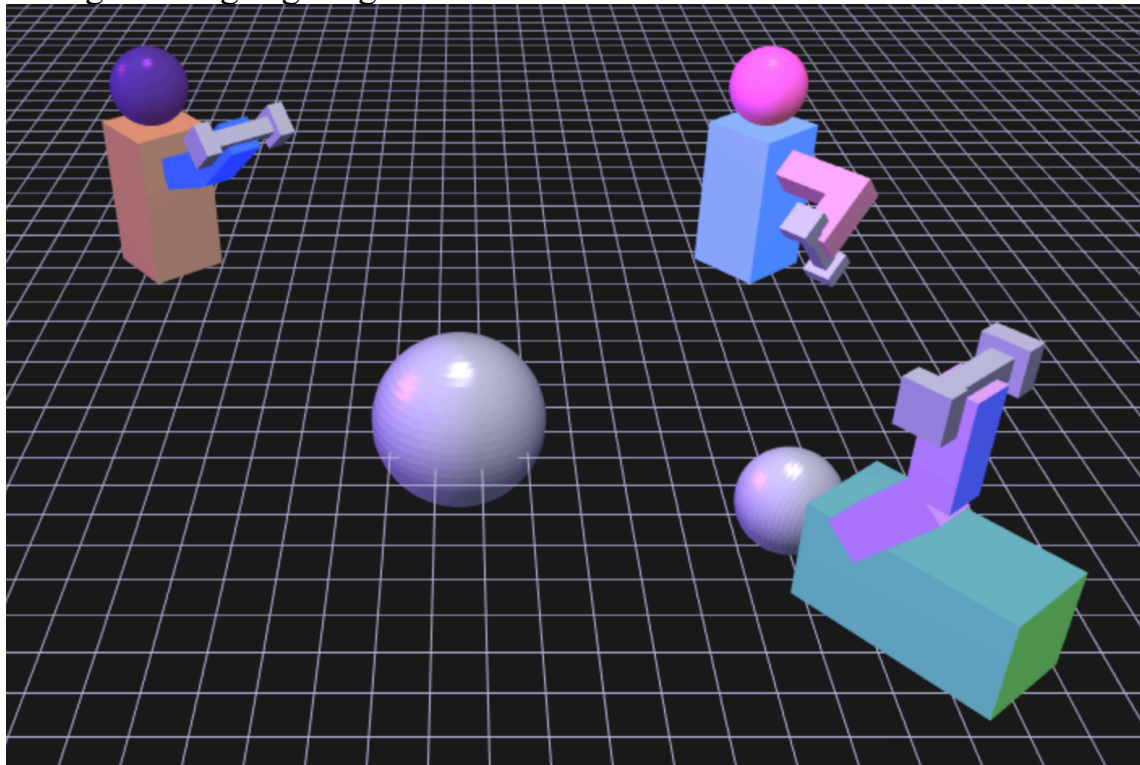
Users can use 'w/a/s/d' to move the camera, use 'i/j/k/l' to change the camera direction. And 'q' is a switch for head light, 'e' is a switch for world light. 'u' is a switch for shading mode, 'o' is a switch for lighting mode. Also, users can change the position of light world light.

## III Results Pictures

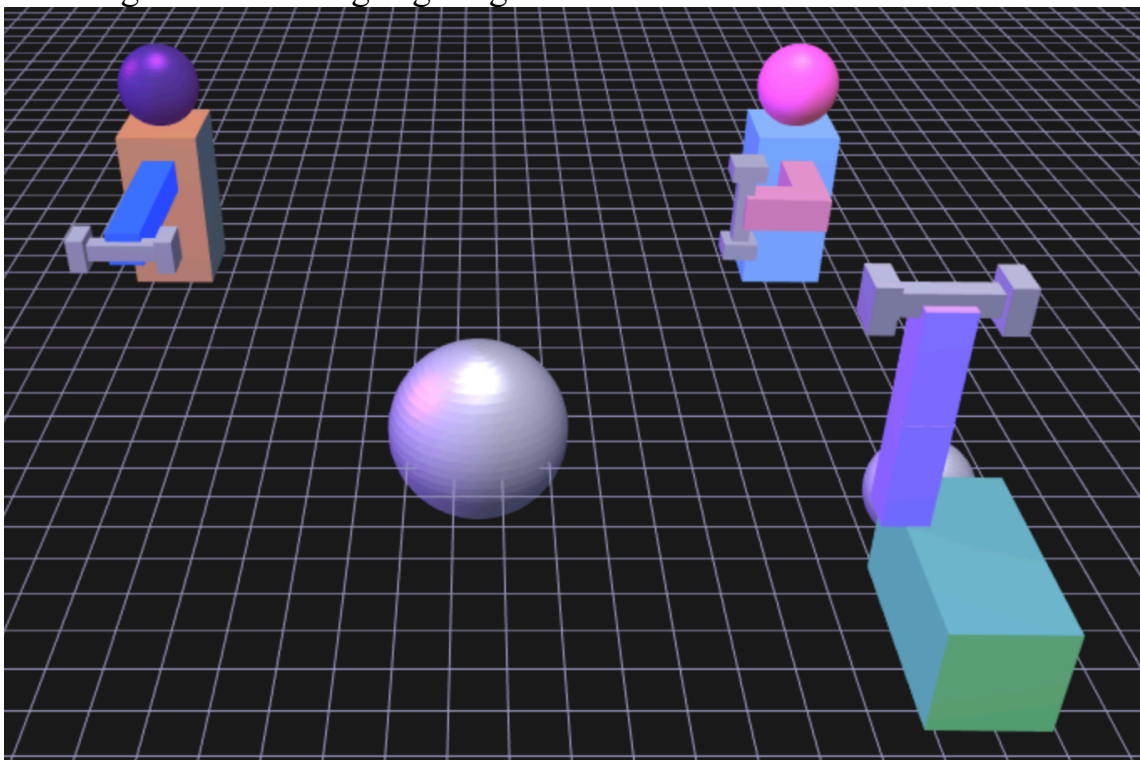
Phong Shading + Blinn-Phong Lighting:



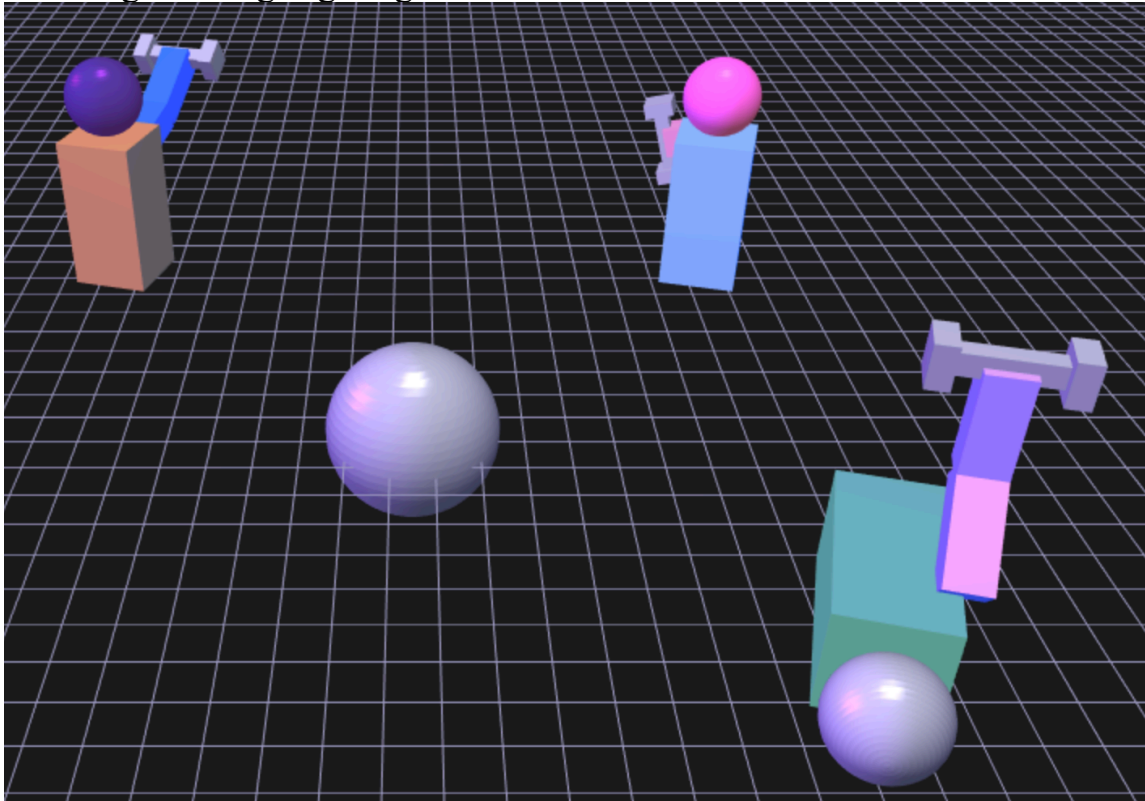
Phong Shading + Phong Lighting:



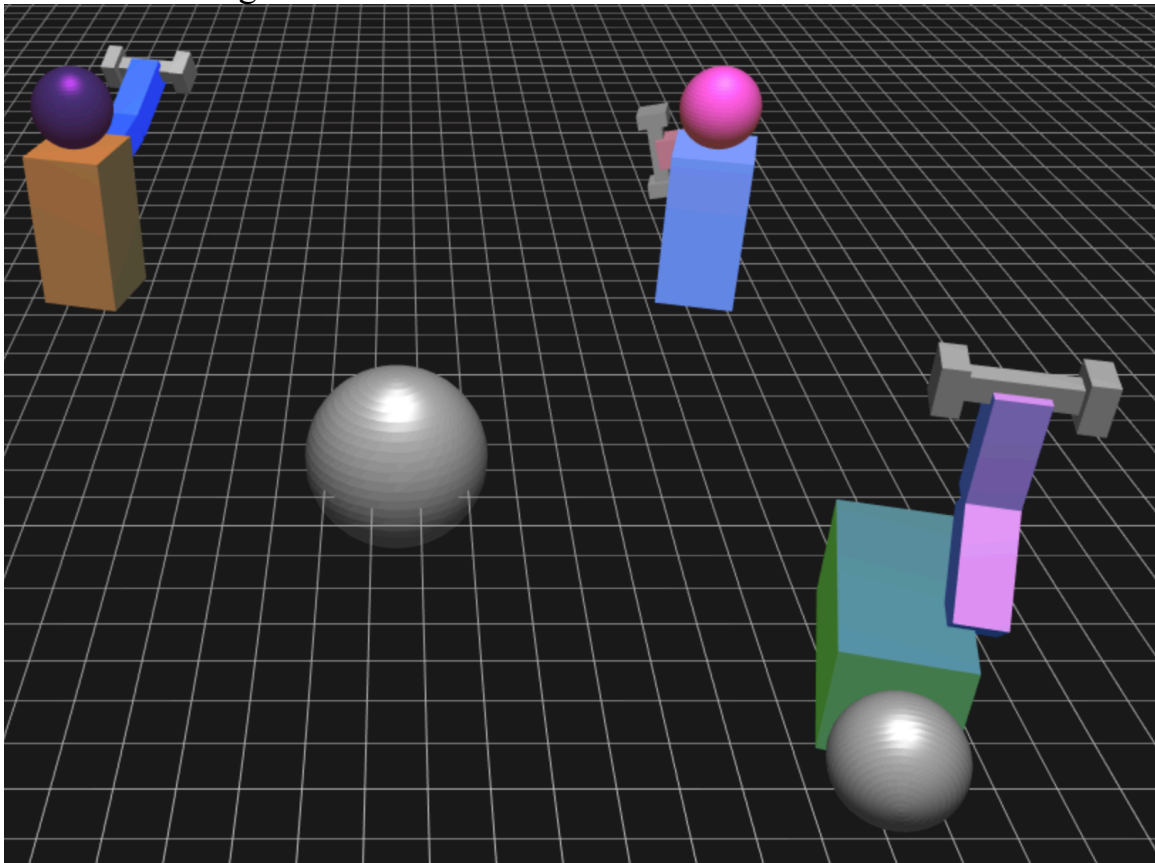
Gouraud Shading + Blinn-Phong Lighting:



Gouraud Shading + Phong Lighting:



Only turn on the head light:



Only turn on the world light:

