ProjectC: Better Lights and Materials

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Goal: To have different sources lights and attain multiple lighting effects

User’s Guide:

<1> Use Up/Down/Right/Left Arrows to move up/down/right/left.

<2> Use W and S to look up and down.

<3> Use R/F/T/G/Y/H to change color.

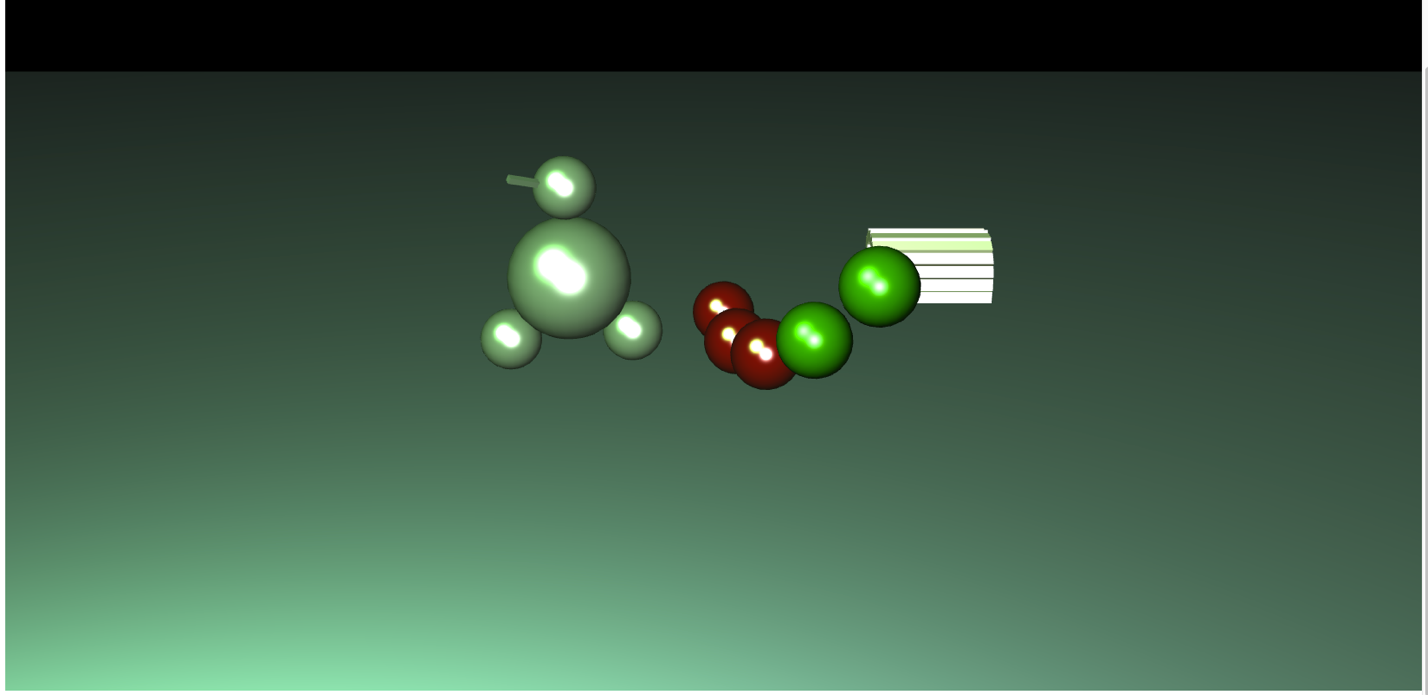
<4> Use Z to switch Phong Shading and Gouraud Shading.

<5> Use U/J/I/K/O/L to move light.

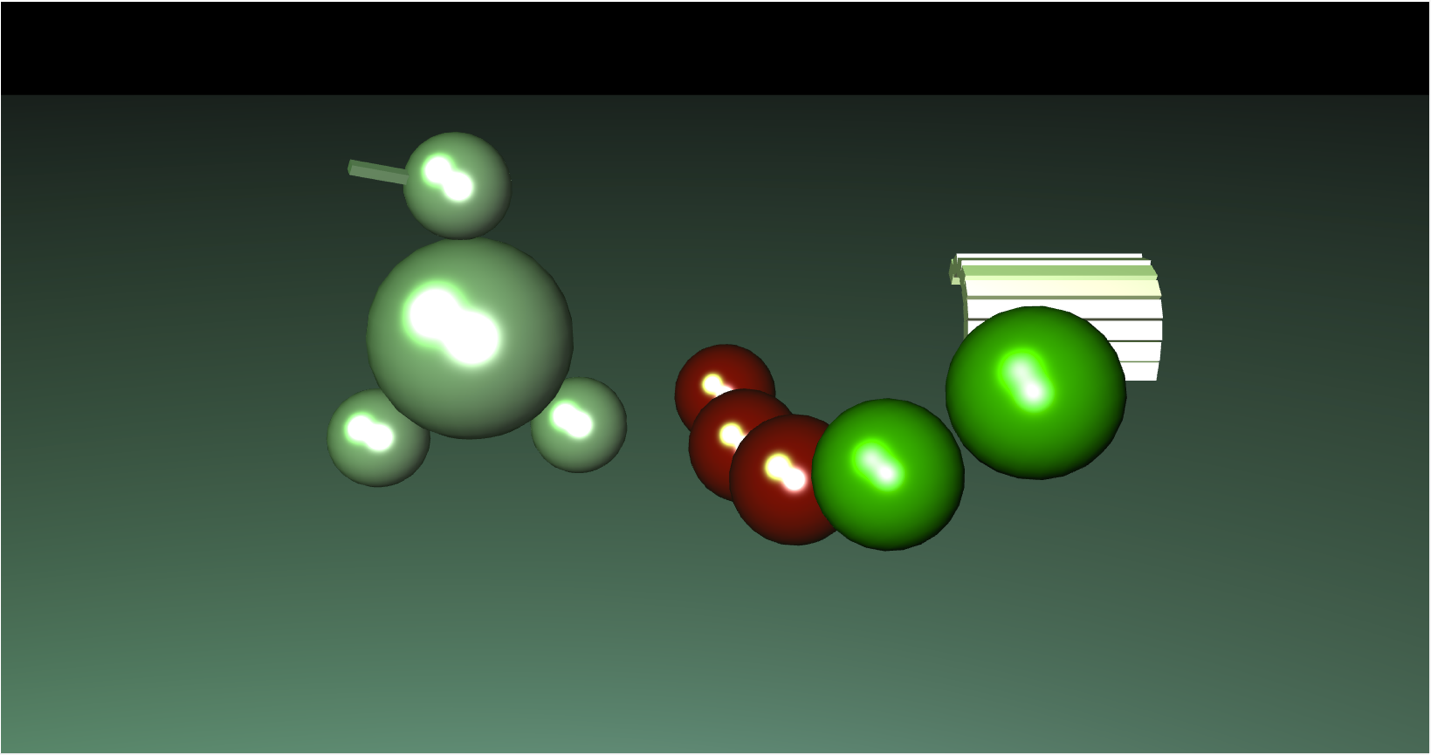
<6> Use Space to swith Blin-Phong Lighting and Phong Lighting.

Result Pictures:

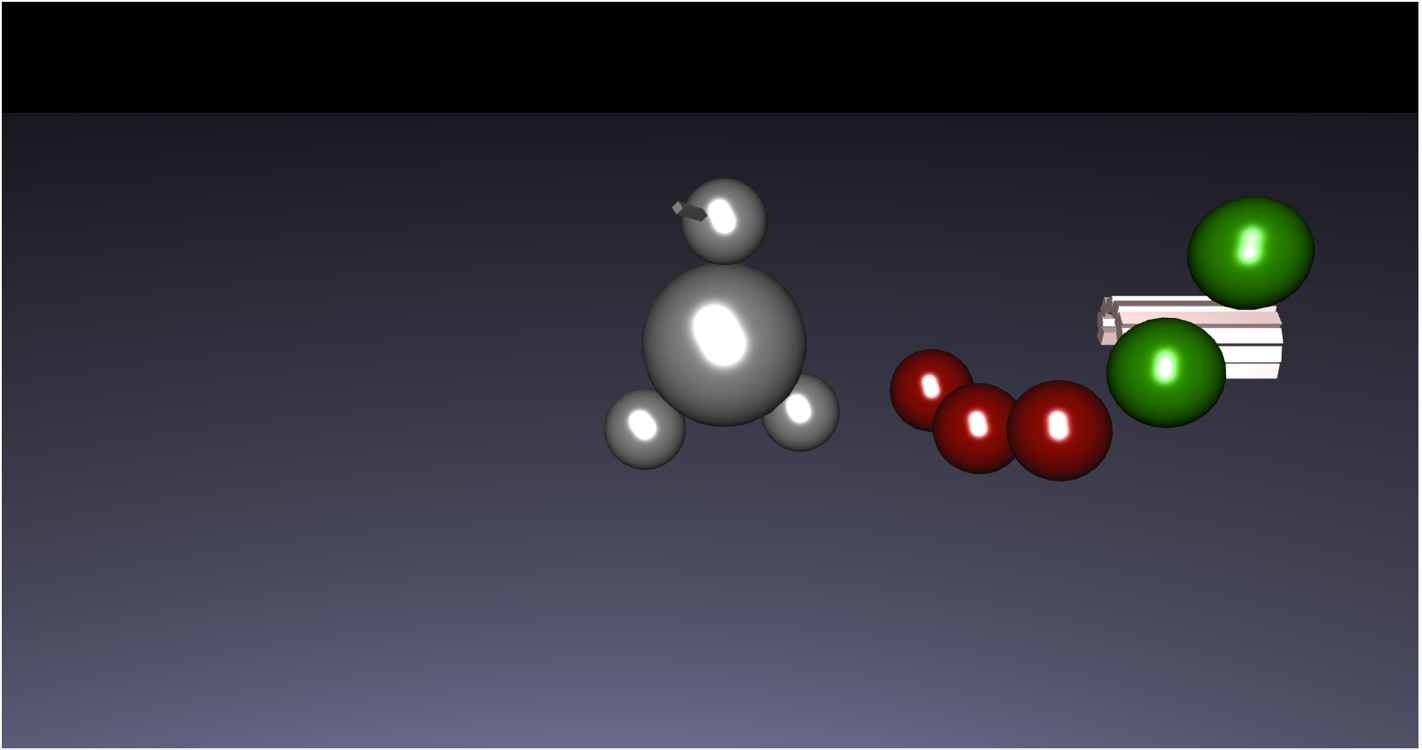
Observing from long distance:



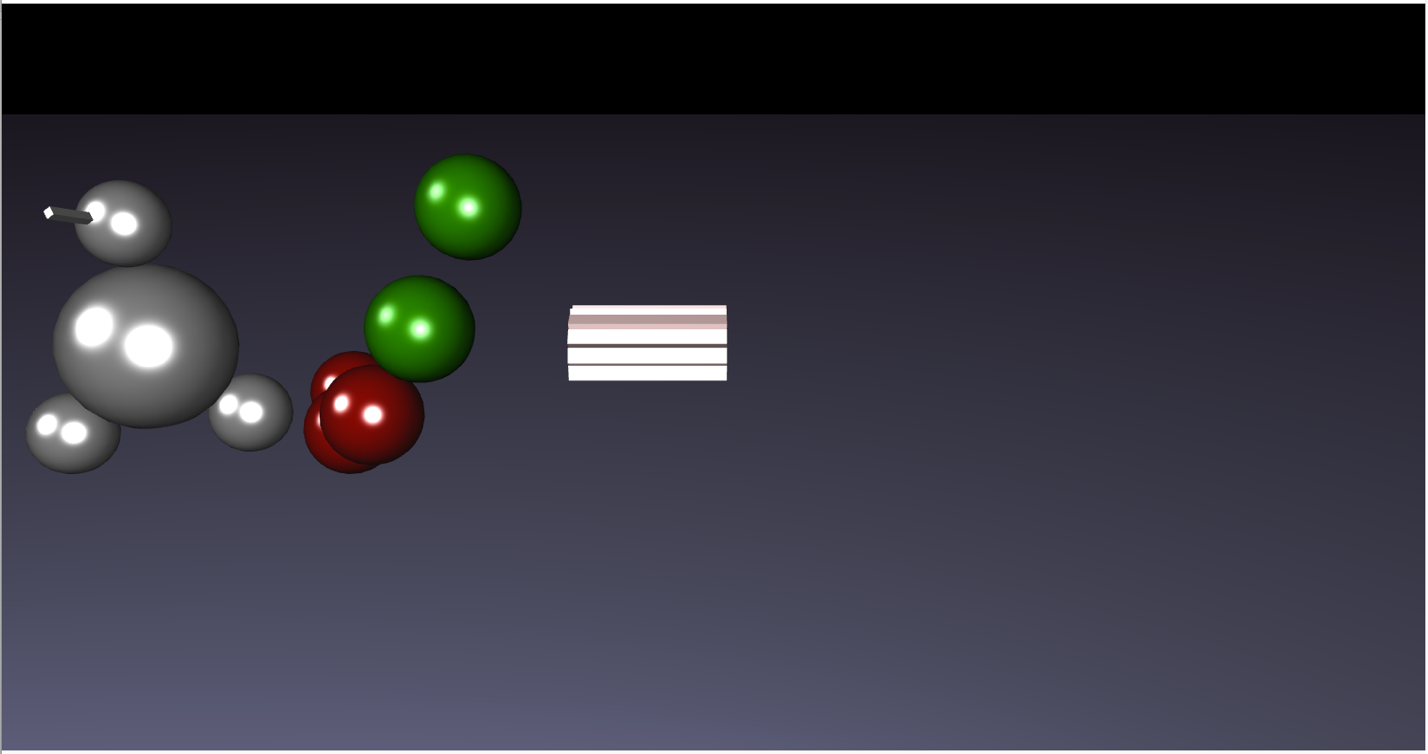
Observing from Short distance:



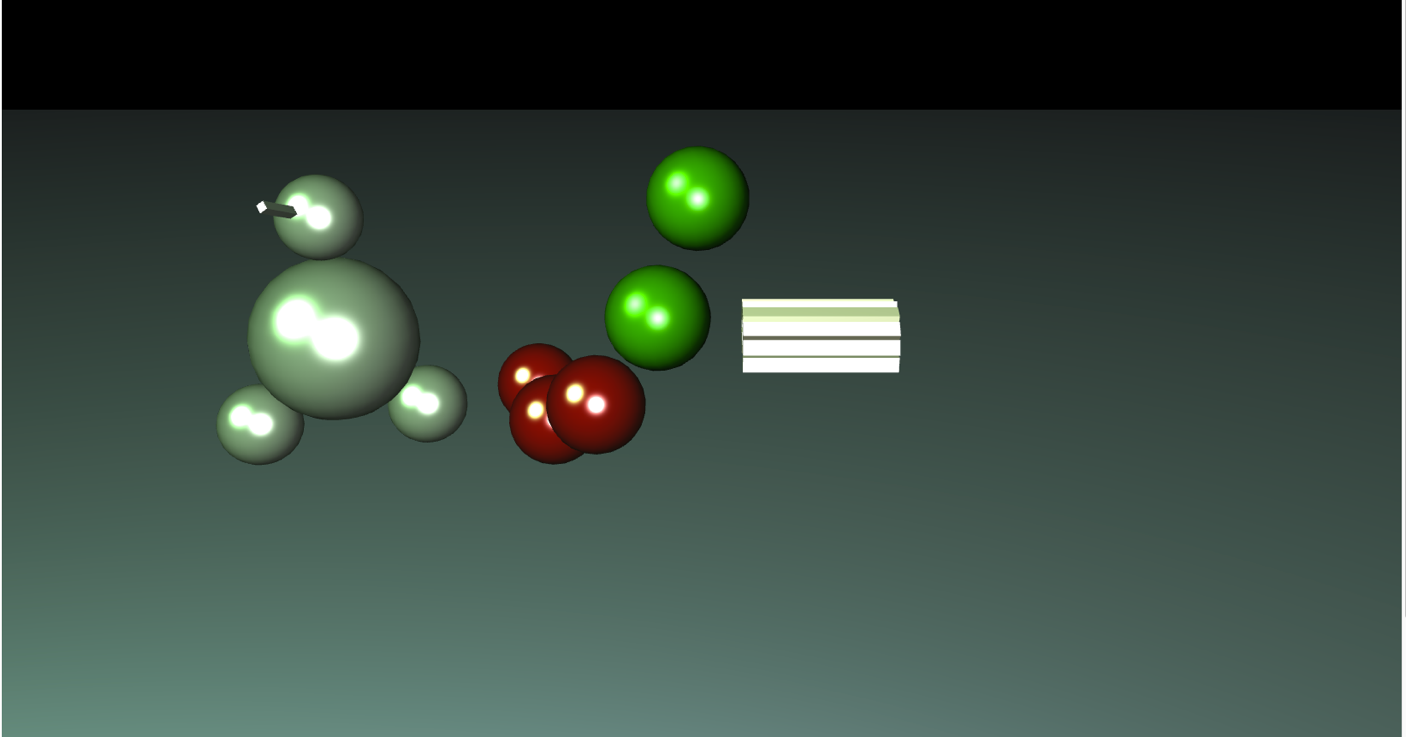
Observing from Left distance:

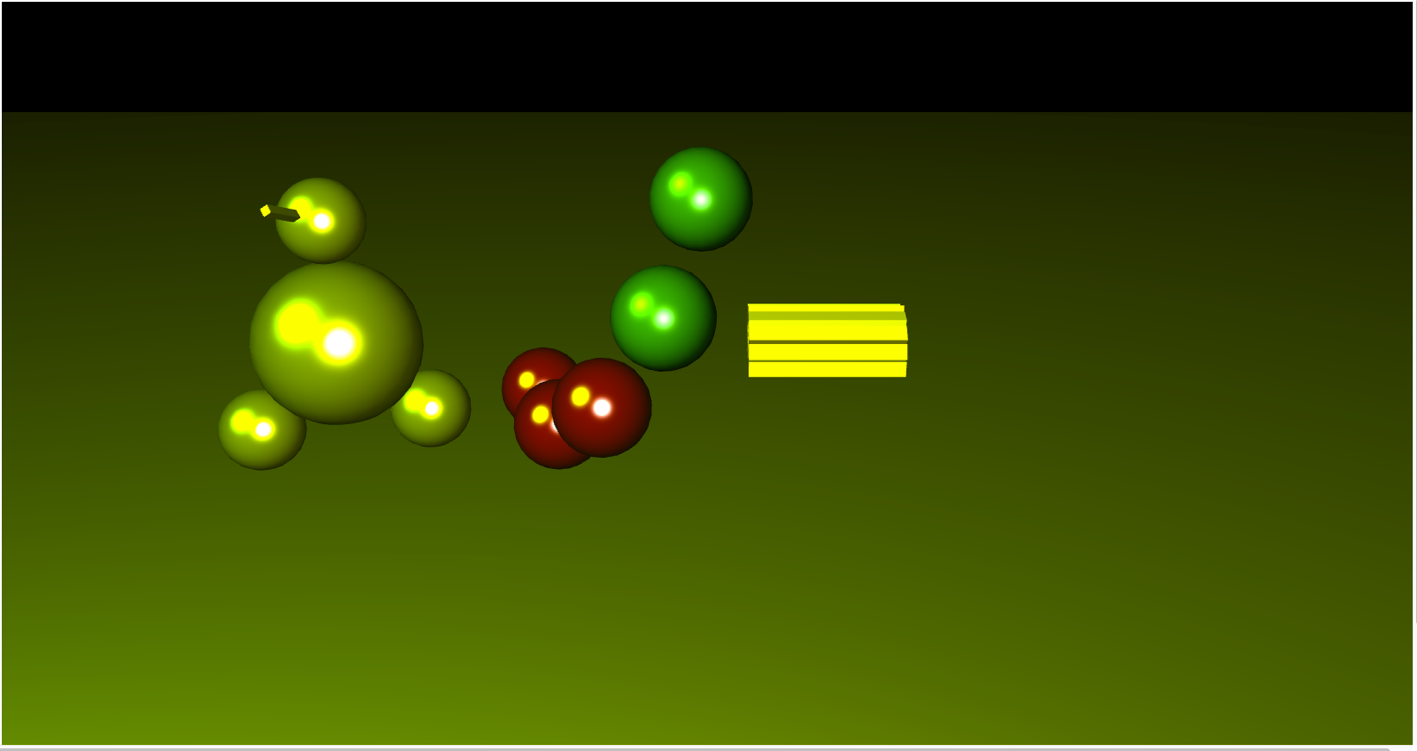


Observing from Right distance:

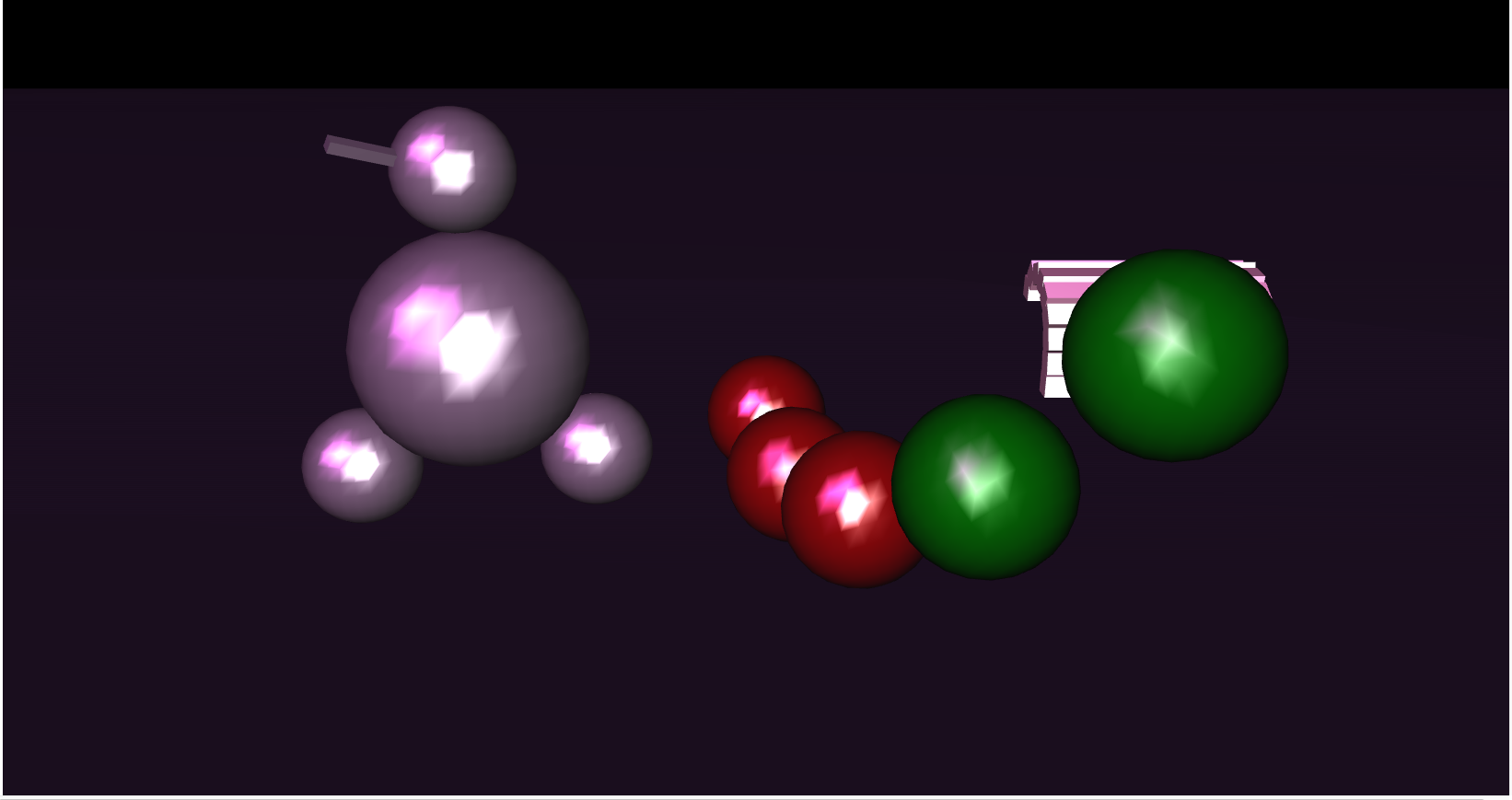


Color Change:

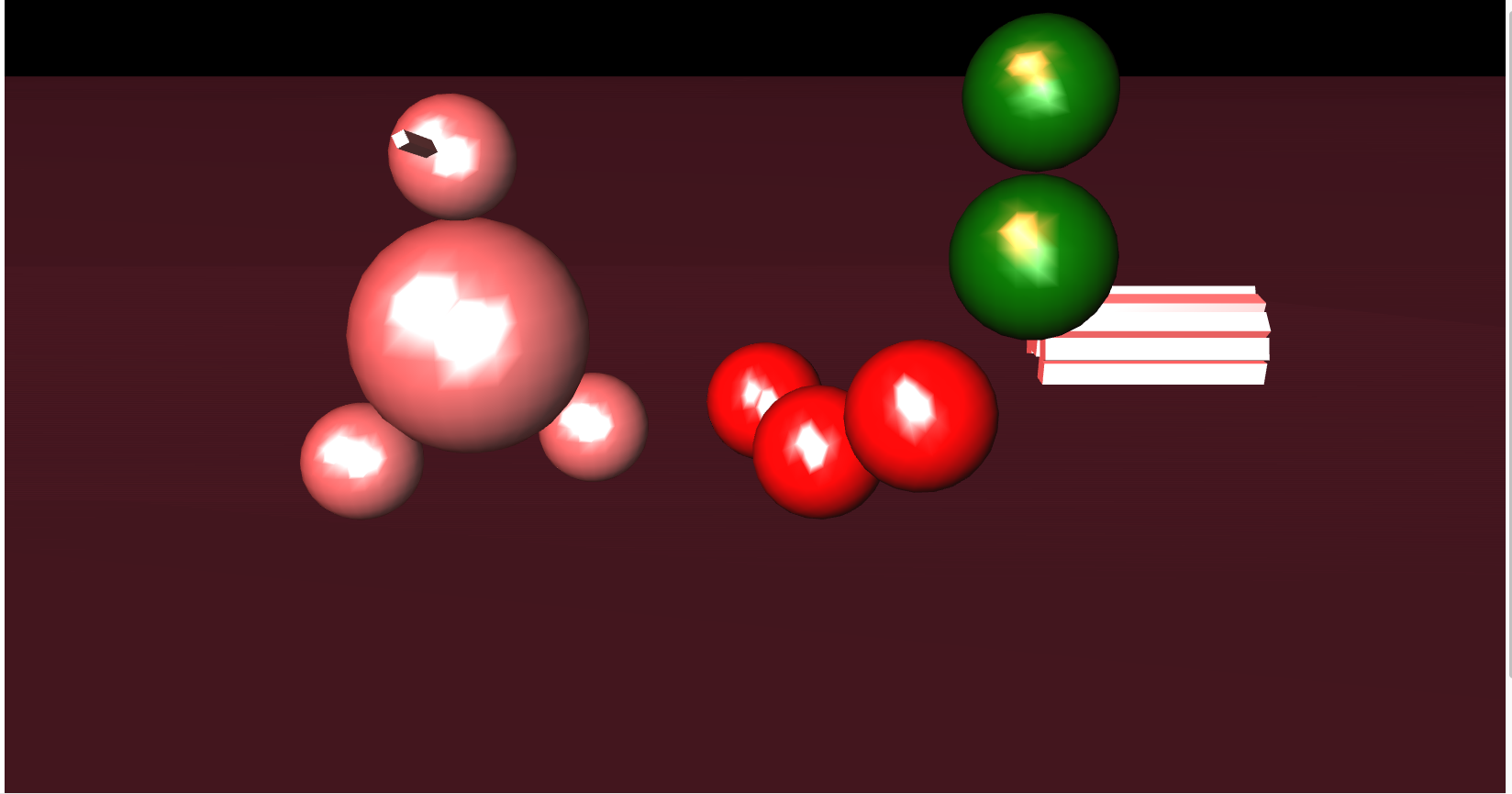




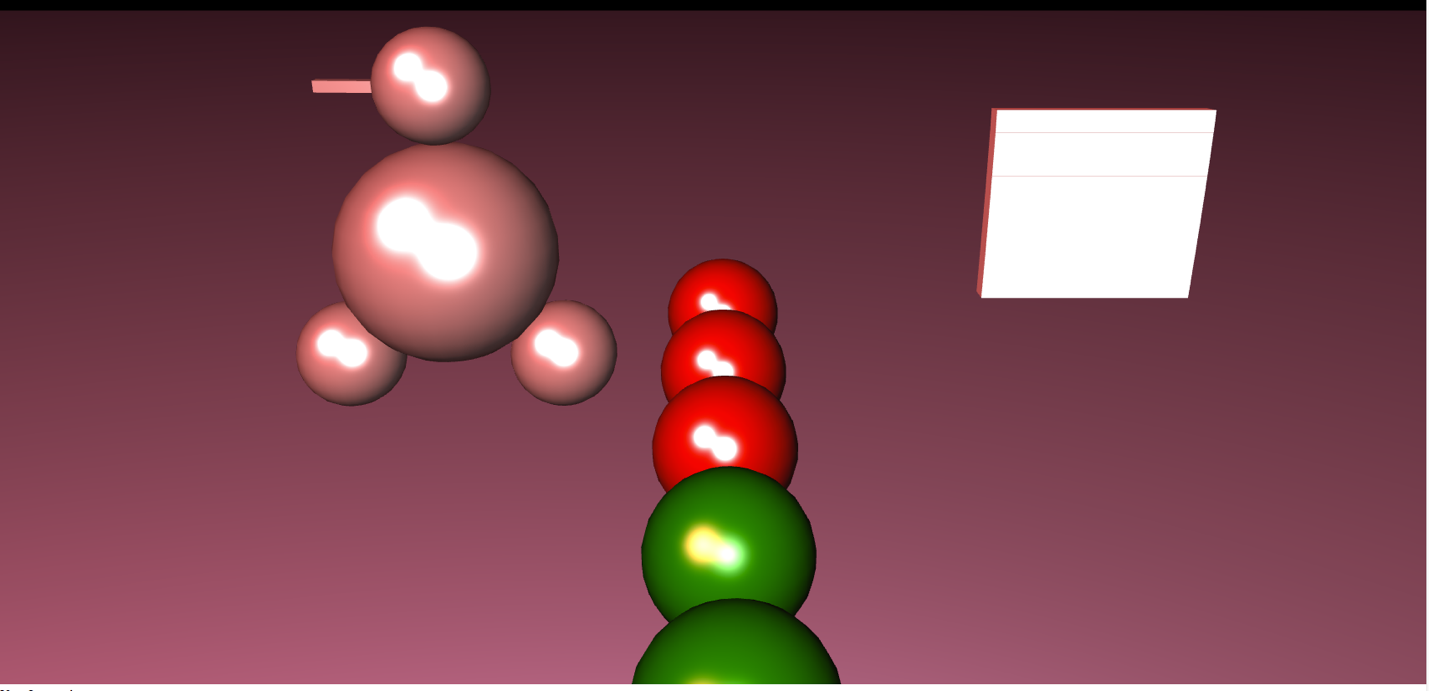
Gouraud Shading + Blin-Phong Lighting:



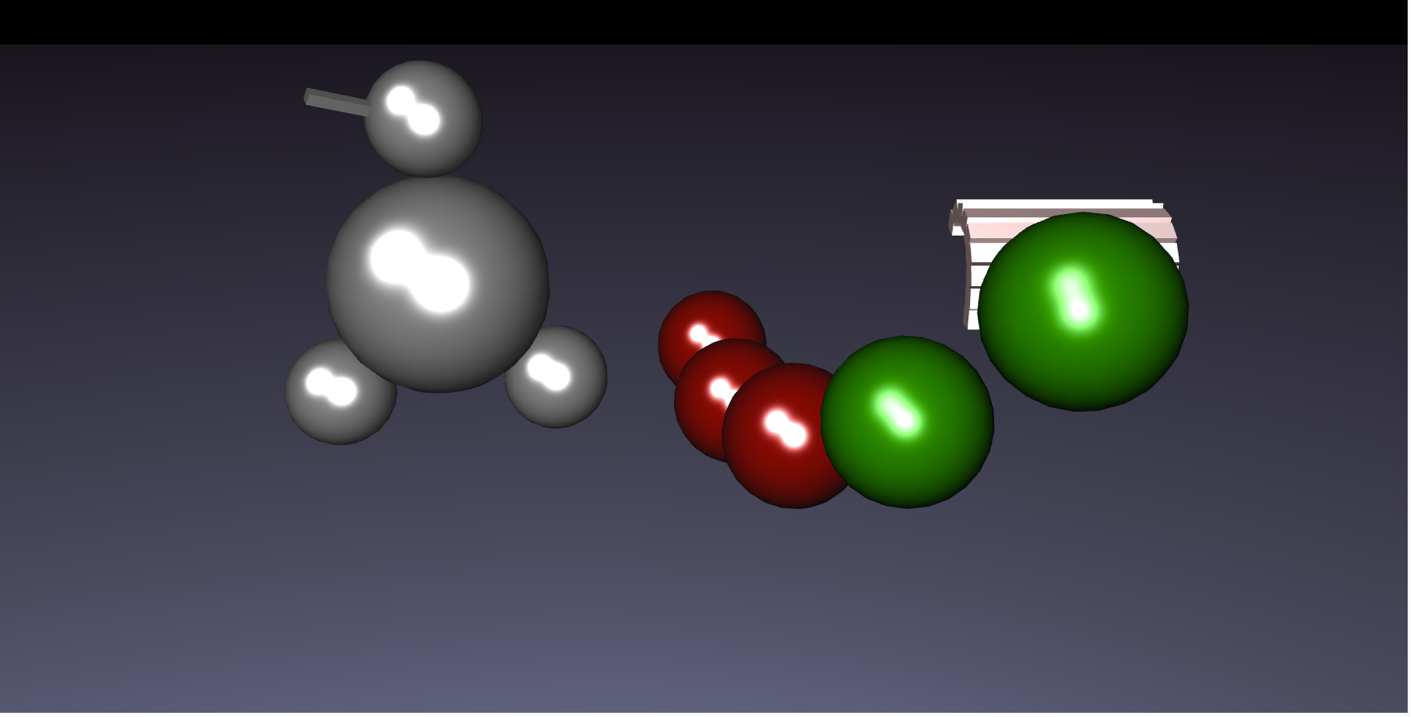
Gouraud Shading +Phong Lighting:



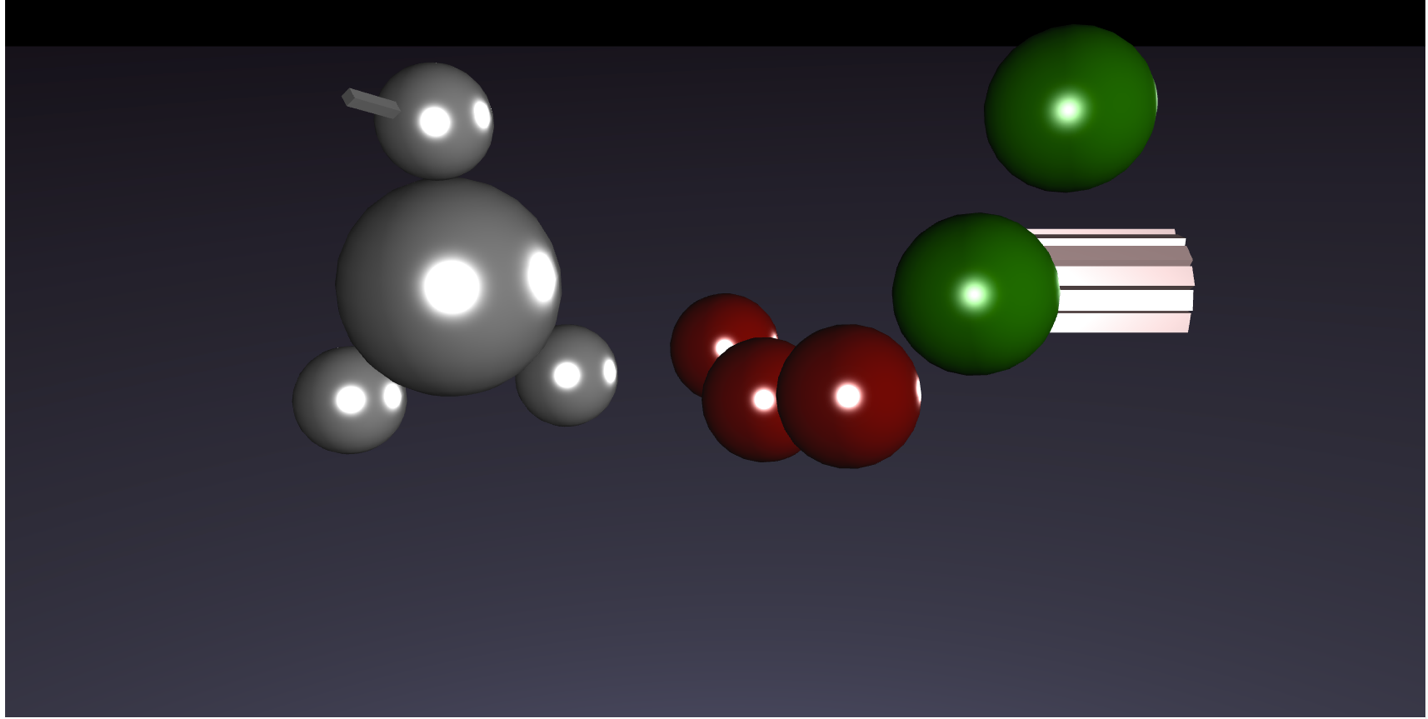
Phong Shading + Blin-Phong Lighting:

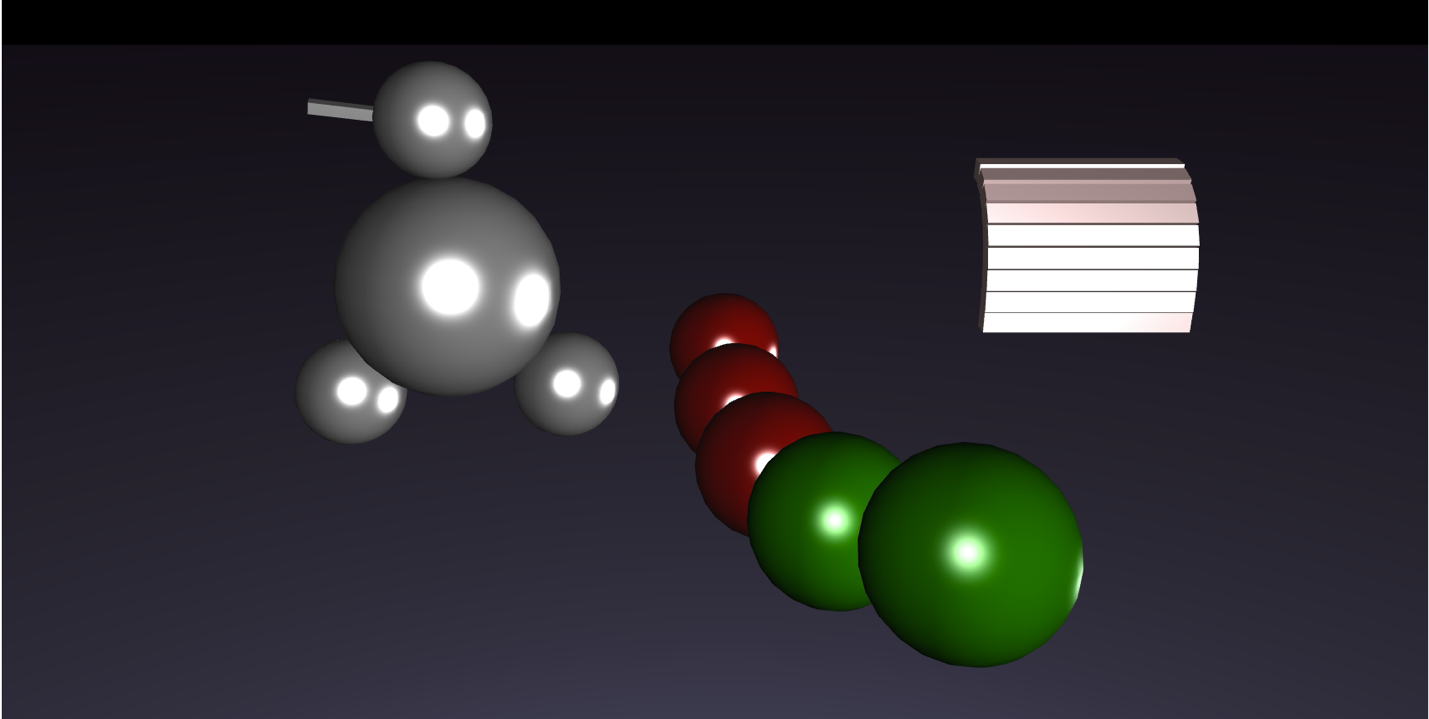


Phong Shading + Phong Lighting:



Lighting direction change:





Scene Graphs:

