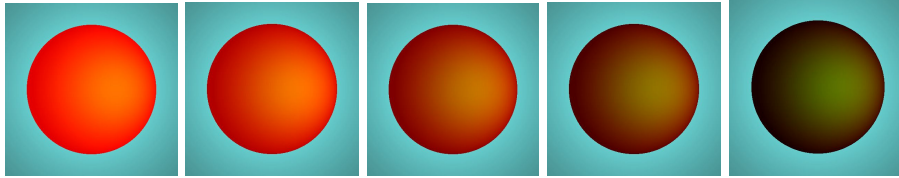


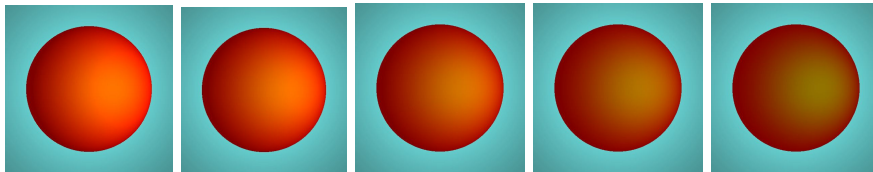
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In all of the following comparisons when one parameter is changed the remaining are kept constant



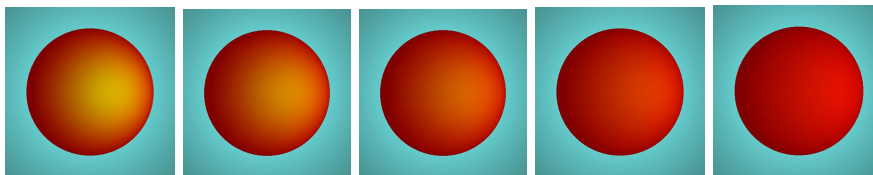
Varying $k_a = [0.9, 0.7, 0.5, 0.3, 0.1]$

Decreasing k_a darkens object as it decreases ambient color component



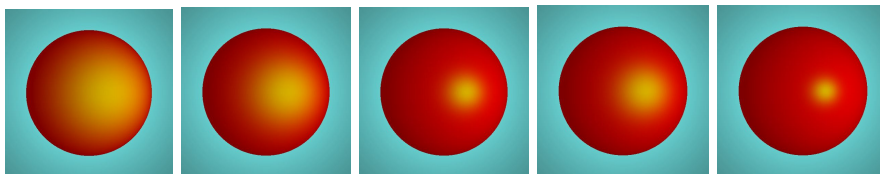
Varying $k_d = [0.9, 0.7, 0.5, 0.3, 0.1]$

Decreasing k_d darkens object as it decreases diffused color component



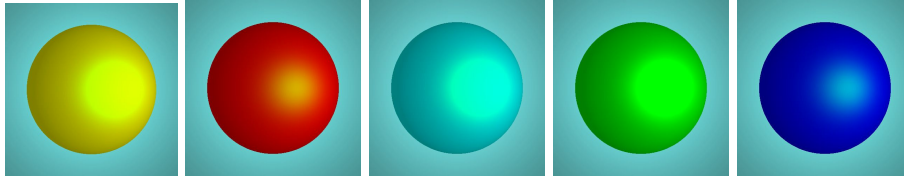
Varying $k_s = [0.9, 0.7, 0.5, 0.3, 0.1]$

Decreasing k_s decreases shininess as it decreases reflective color component

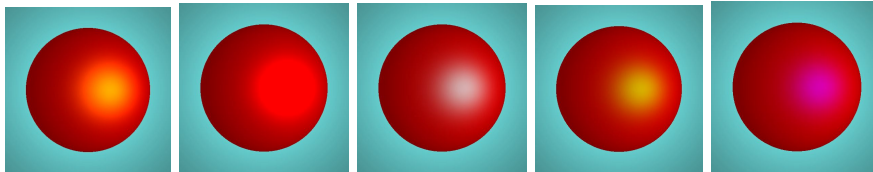


Varying $n = [2, 4, 8, 16, 32]$

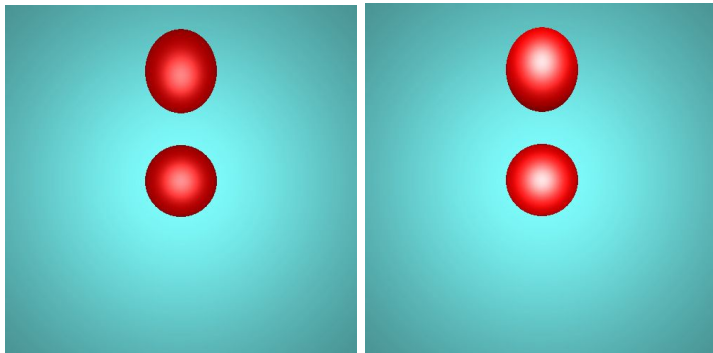
Increasing n decreases the size of the reflected spot as higher powers of numbers less than one (coefficient of reflective color) go to zero



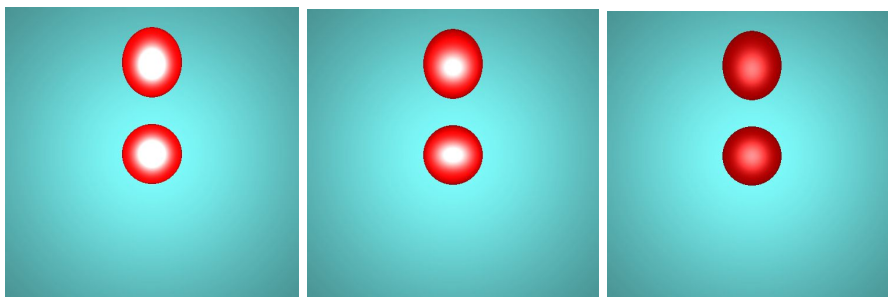
Varying O_d = [yellow, red, cyan, green, blue]
 Changing O_d changes base ambient and diffused color of object but keeps reflective color same



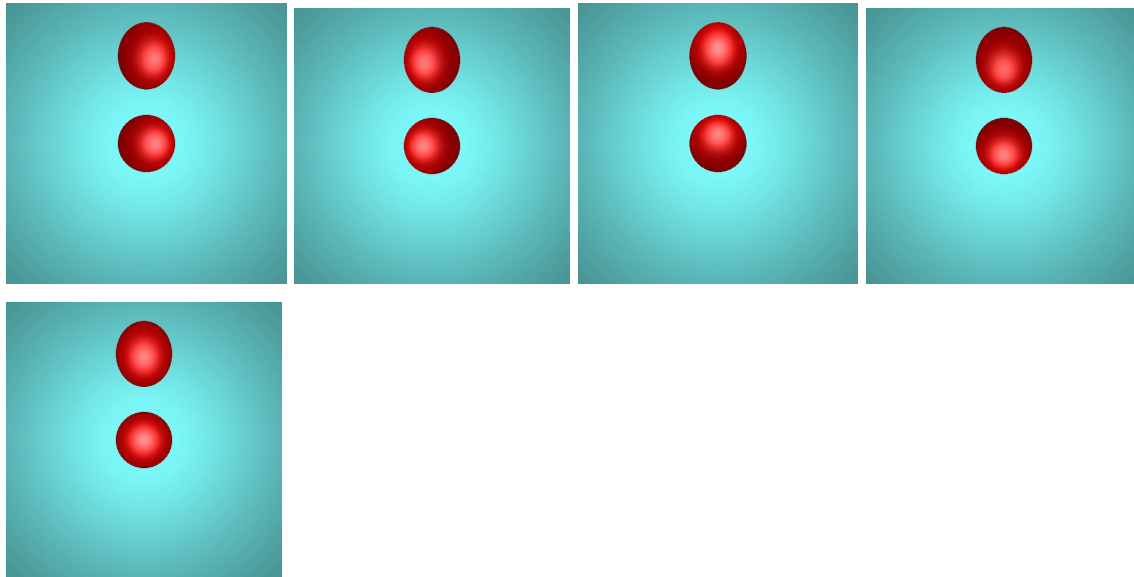
Varying O_s = [yellow, red, cyan, green, blue]
 Changing O_s changes reflective color of object but keeps ambient and diffused color same



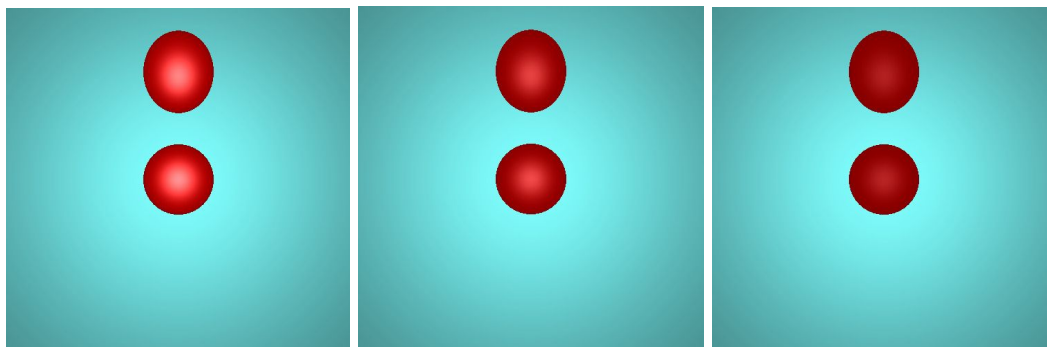
Varying type = [positional (at eye) , directional (towards view dir)]
 Positional light reflections are more focused than directional light



Varying no of lights = [5, 3 ,1]
 Decreasing number of lights decreases intensity of reflections



Varying light position = [right, left, up, down, center]
 Changing position of positional light moves the reflection spots
 towards the light as expected intuitively



Varying light rgb=[(1,1,1),(.5,.5,.5),(.25,.25,.25)]
 Decreasing light rgb intensity decreases intensity of diffused,
 ambient and reflected colors