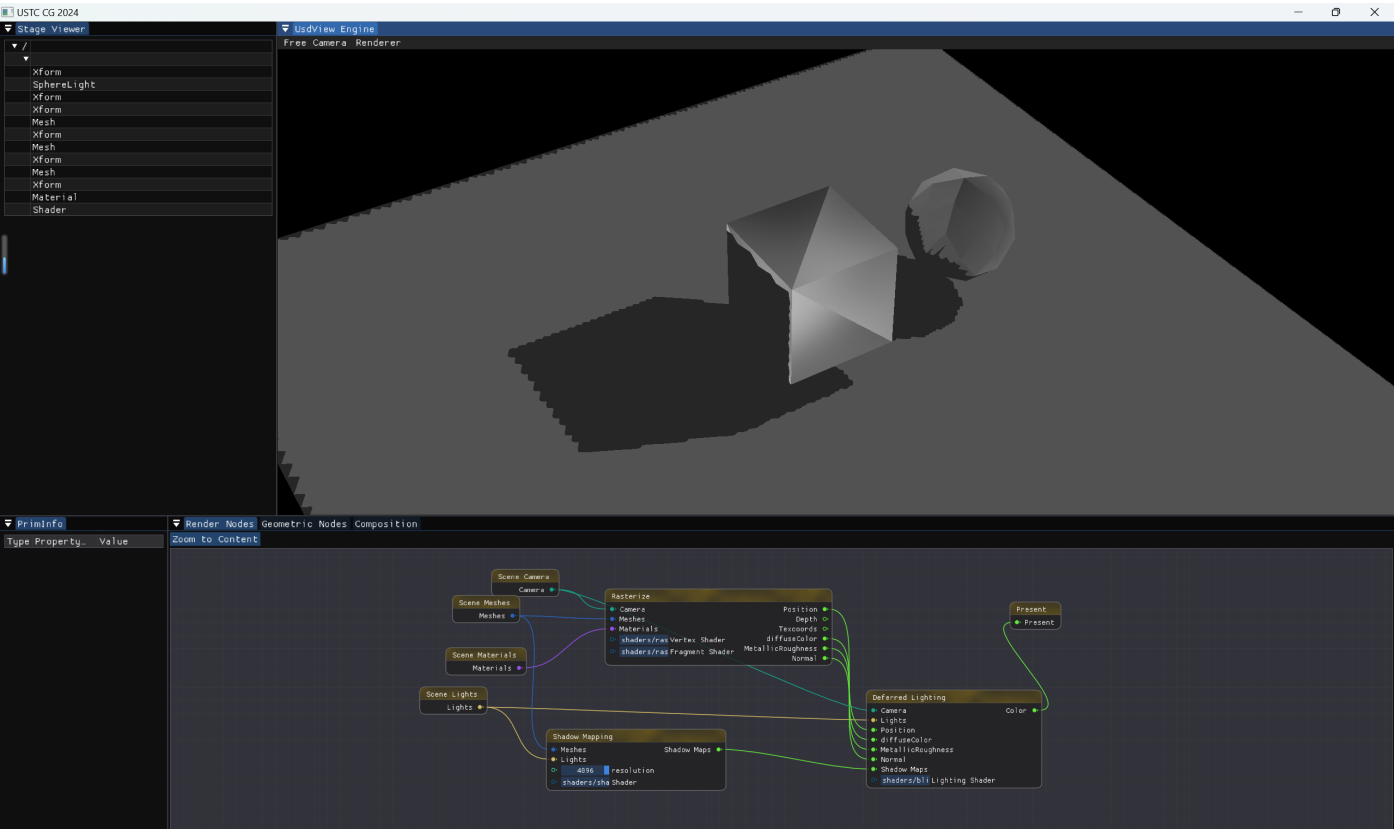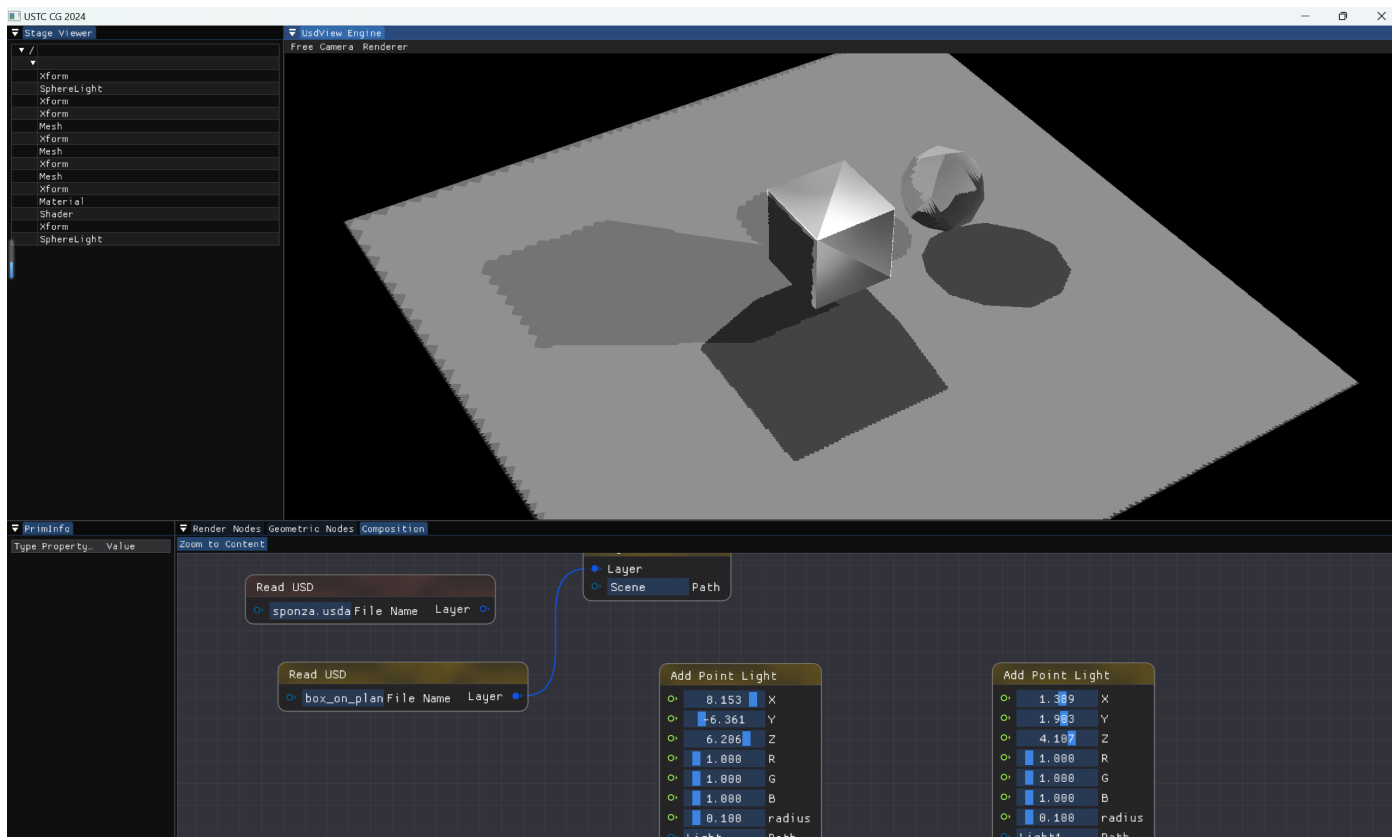# HW6 Shading Report

I just followed the learn OpenGL documents to implement Blinn Phong and rasterize shaders, so nothing much to say here. I'll simply show the results and some issues.
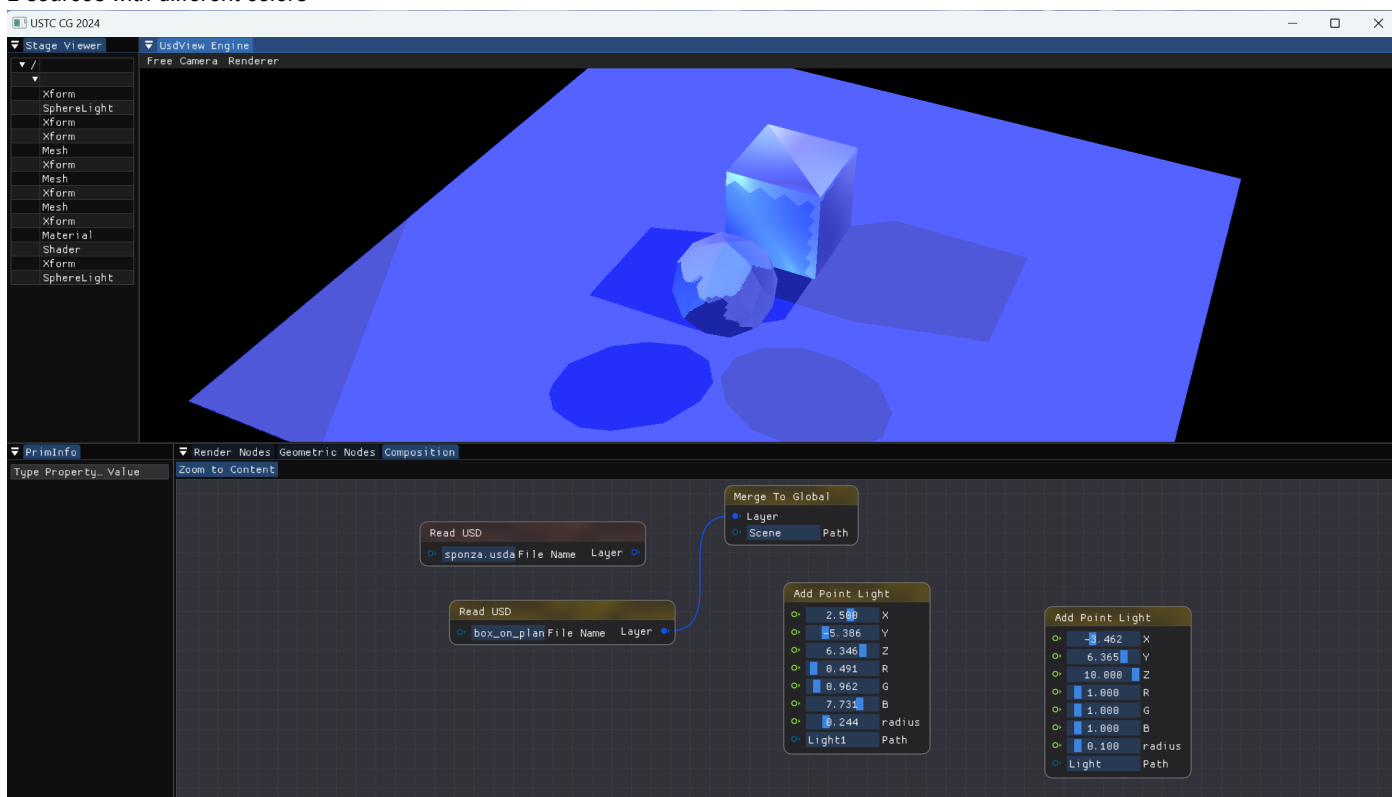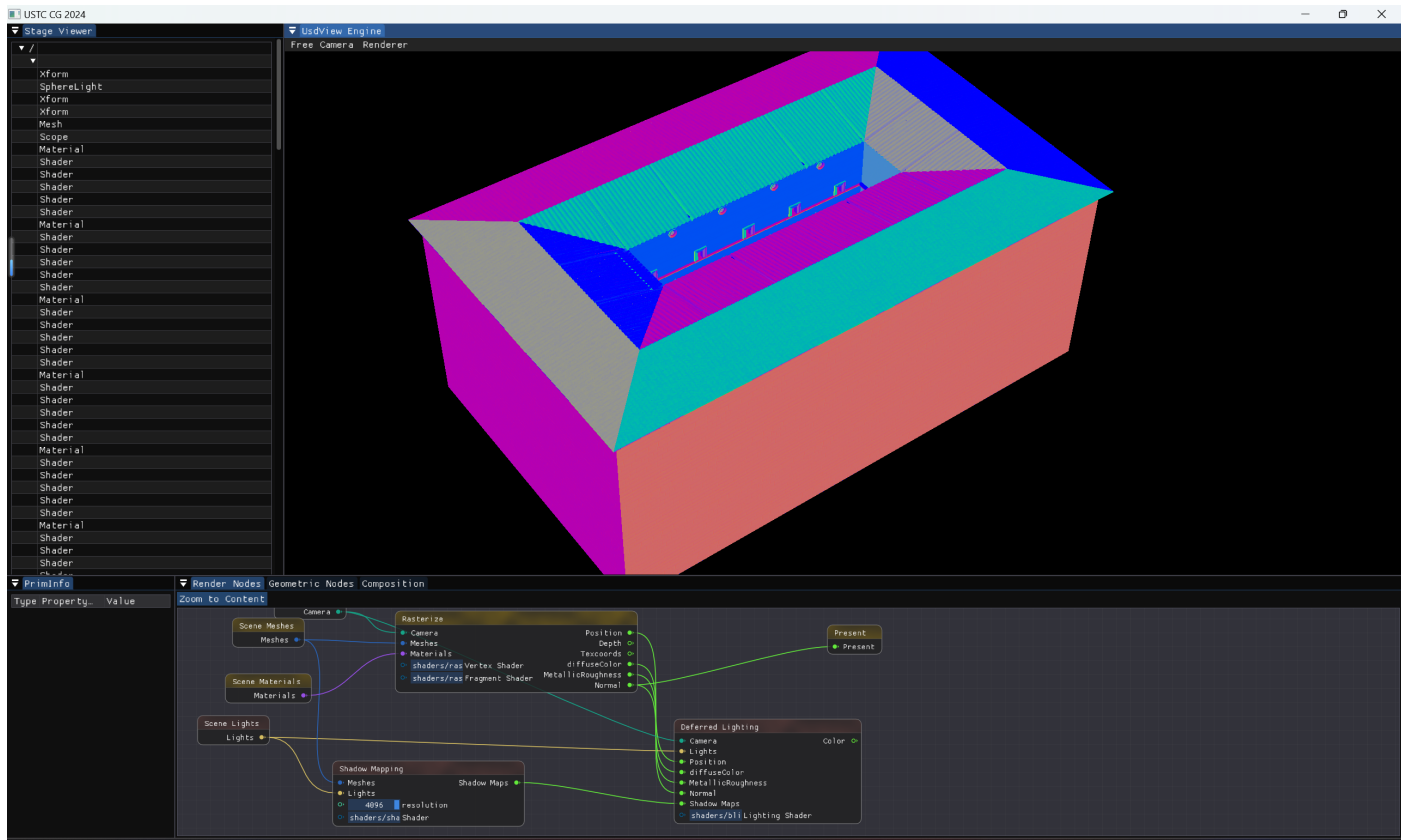
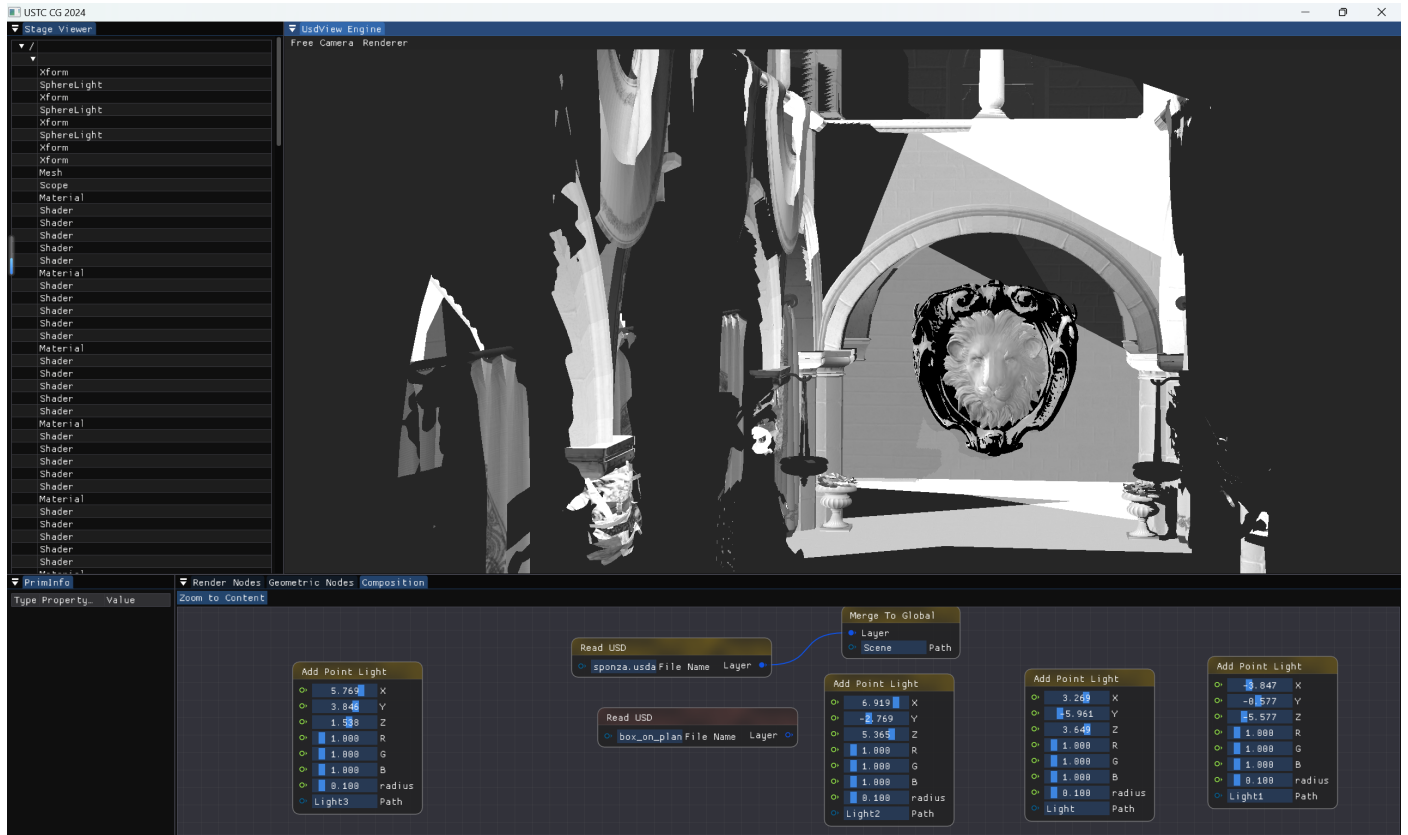*1 light source above the ground*

2 light sources above the ground

2 sources with different colors

the normals

the palace with 4 point sources, we can see some pretty rich details there, but still lacking a lot

Issues and future directions:

- add in supports for parallel lights
- we see weird ghost shades that are not supposed to be projected on the ground, it's because we're restricted to one shadow map for a point source and the perspective angle is limited below 180 degrees.

- quite a lot of room for tuning in Blinn-Phong shader.