void Ambient\_color(float mat\_ambient,float light\_ambient,float \*\*\* object\_color )

//这里是对环境光颜色的变换

{

float ambient\_color=base\_color\*mat\_ambient\*light\_ambient;

for(int i =0;i<10;i++)

{

for (int j=0;j<10;j++)

{

object\_color[9][i][j]+=ambient\_color;

object\_color[i][9][j]+=ambient\_color;

object\_color[i][j][9]+=ambient\_color;

}

}

}