

1. This assignment has two parts.

- **Part 1:** Write a code to draw a 3D sphere and color it as per your choice.
- **Part 2:** Render the sphere you have constructed using Gouraud and Per-Pixel shading model as discussed in class. Use the Phong or Blinn-Phong illumination model. Restrict your lighting model to ambient, diffuse, and specular components only. Change the tessellation resolution of the sphere and see the effects for both the shading models.

**Deadline:** 12th March 2025