

COMPUTER SCIENCE AND ENGINEERING Indian Institute of Technology Palakkad

CS5024: Fundamentals of Computer Graphics

Lab 7: Gourand and Per-Pixel Shading

- 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 Bling-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