

OpenGL – Robot illumination

In this homework, you are required to add illumination to the robot you drawn in previous homework.

Select a material, or different material for different parts for the robot. Refer to <http://devernay.free.fr/cours/opengl/materials.html> for the material coefficients.

Put a light source at an appropriate location. For point light source, attenuation factor can be considered. Refer <http://www.ogre3d.org/tikiwiki/tiki-index.php?page=-Point+Light+Attenuation> for the choice of the factors.

Code with ambient, diffusive and specular high lights.

Take screen shots, and put them into your report. Please zip your cpp file, shader files, and the report with your output and submit it. Please do not submit the whole package and do not submit your executable files.