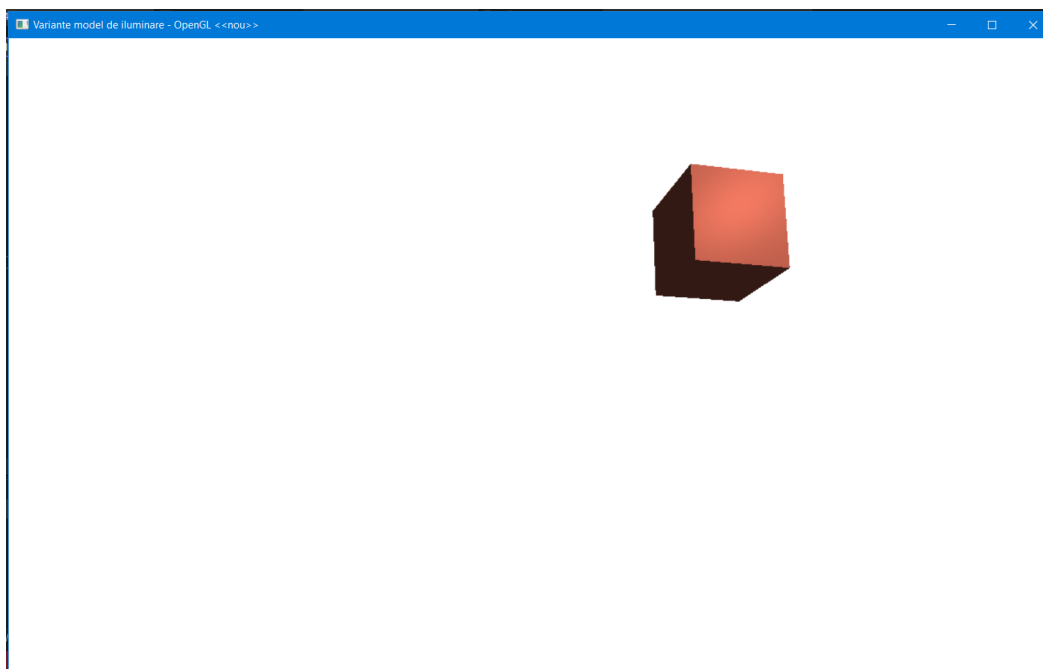
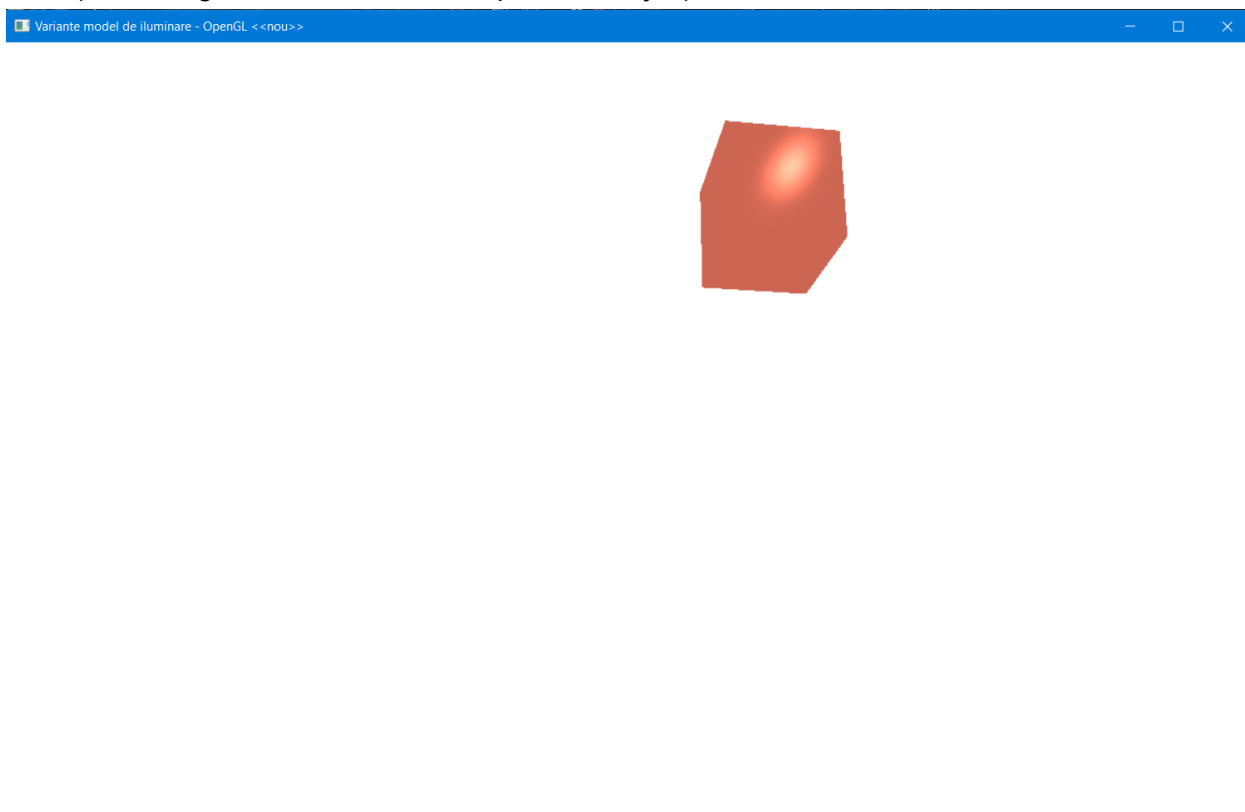


Initial:



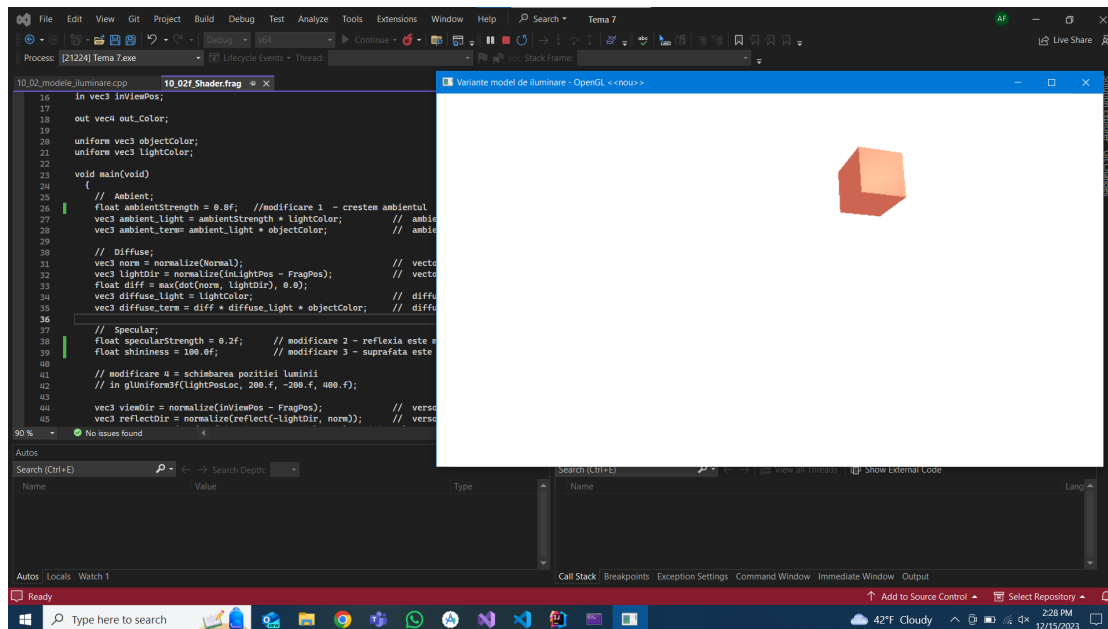
Final (am adaugat cele 5 modificări explicate mai jos)



Modificare 1:

Am modificat float ambientStrength = 0.2f; in 0.8f.

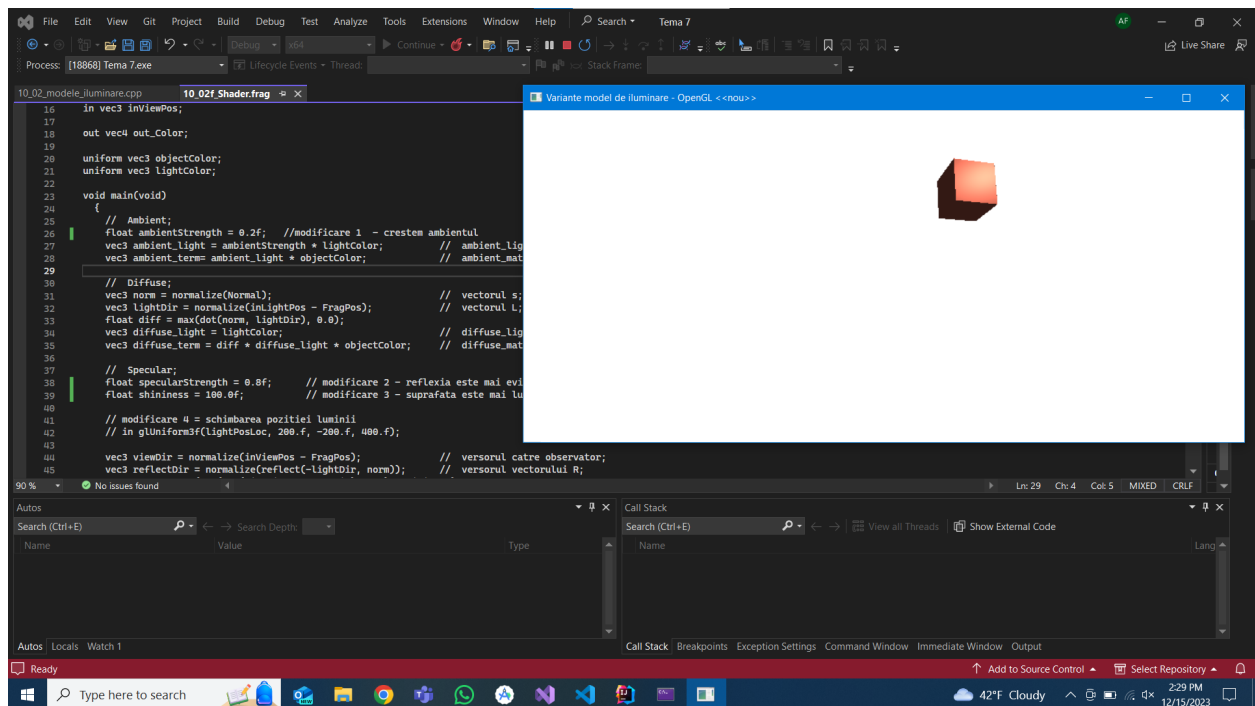
Explicatie: crestem lumina ambientala



Modificare 2:

Am modificat float specularStrength = 0.2f; in 0.8f.

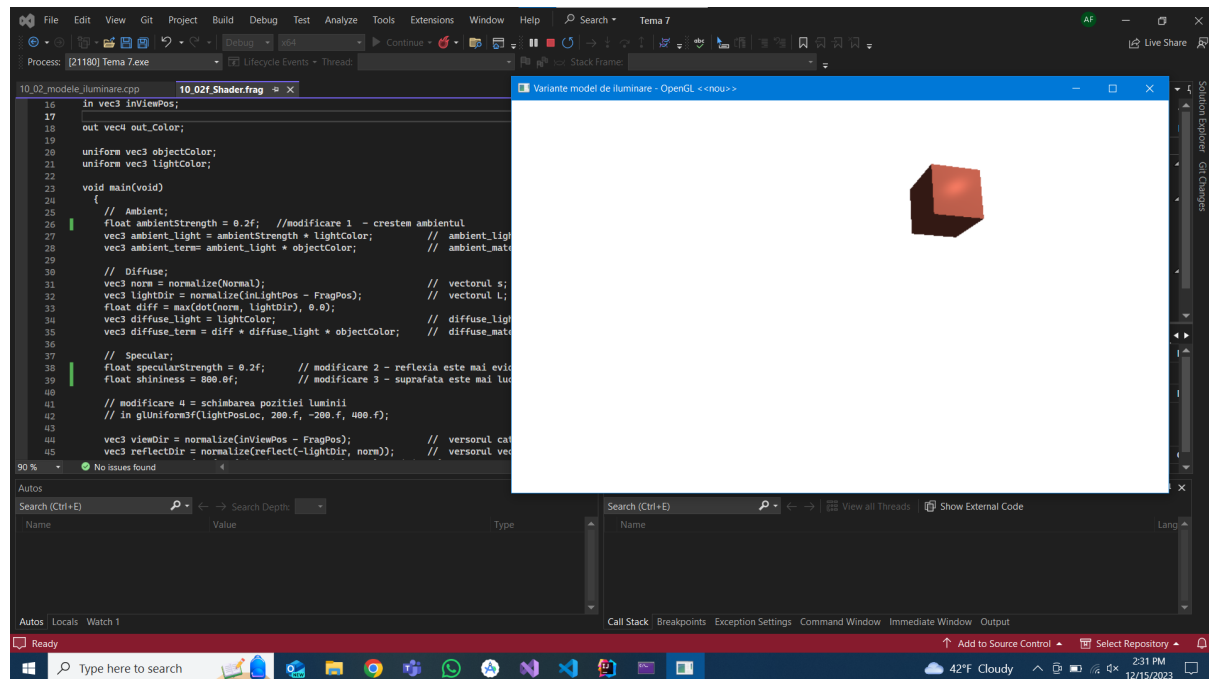
Explicatie: reflexia devine mai intensa



Modificare 3:

Am modificat float shininess = 100.0f; in 800.f.

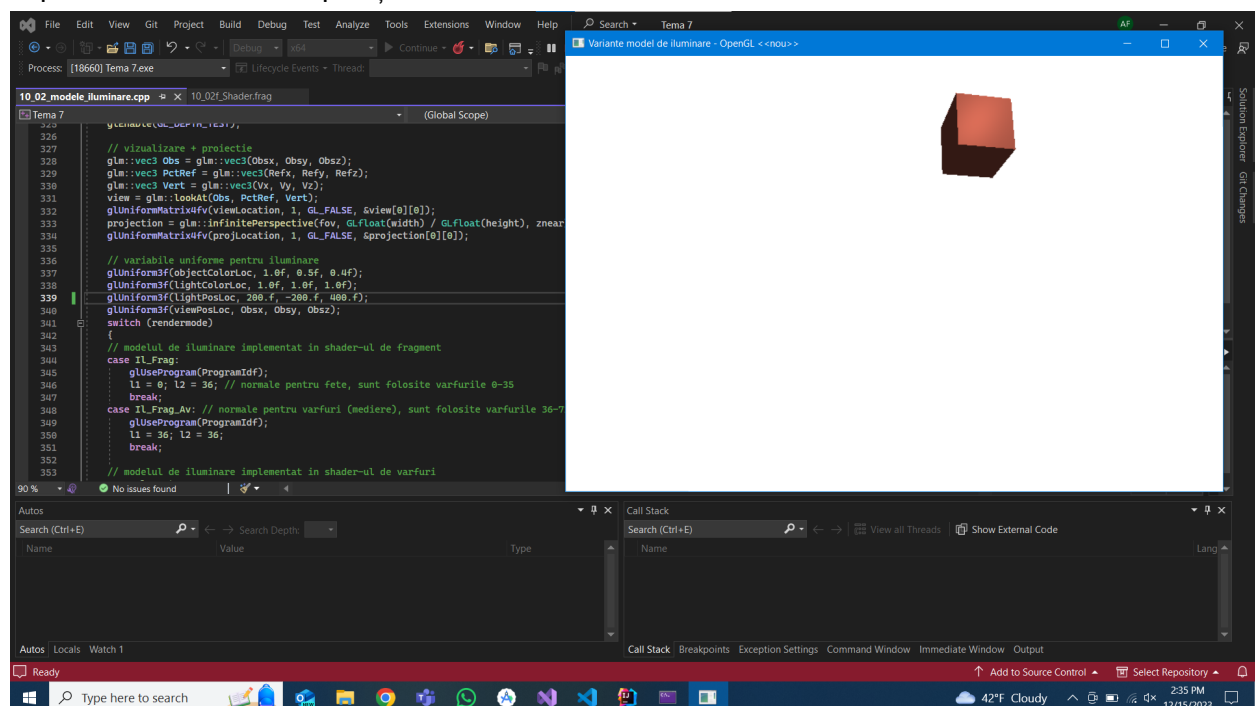
Explicatie: suprafata obiectului devine mai lucioasa



Modificare 4:

Am modificat `glUniform3f(lightPosLoc, 400.f, -400.f, 400.f);` in `glUniform3f(lightPosLoc, 200.f, -200.f, 400.f);`

Explicatie: am schimbat pozitia sursei de lumina



Modificare 5:

Am modificat $\text{vec3 result} = \text{emission} + (\text{ambient_term} + \text{diffuse_term} + \text{specular_term});$ in
 $\text{vec3 result} = \text{emission} + (\text{ambient_term} + \text{specular_term});$

Explicatie: prin eliminarea diffuse_term , obiectul nu va mai reflecta lumina difuză

