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Project #4: Strange Dining Table With Good Lighting

The fourth CS450 graphics assignment deals with lighting and material characteristics. The objectives included:

- Creating at least one point light and spot light, and white and colored lights
- Playing with stationary and in-motion lighting
- Modifying material characteristics to accommodate for responsiveness to lighting, such as color and shininess
- Experimenting with smooth and flat shading

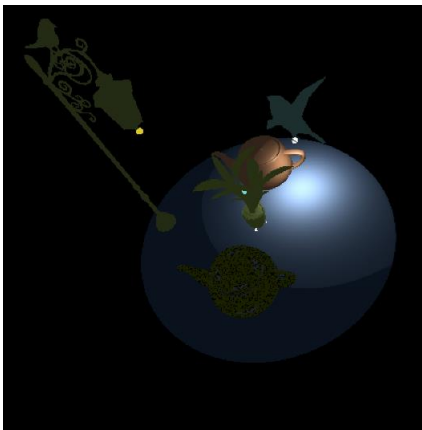Here are screenshots of my strange scene in all its glory:
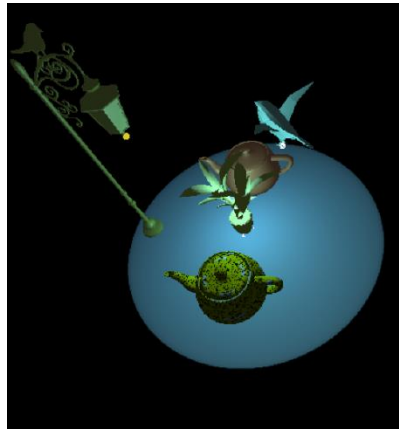

Figure 1: Light Zero On

Figure 2: Light One On

Figure 3: Light Two On
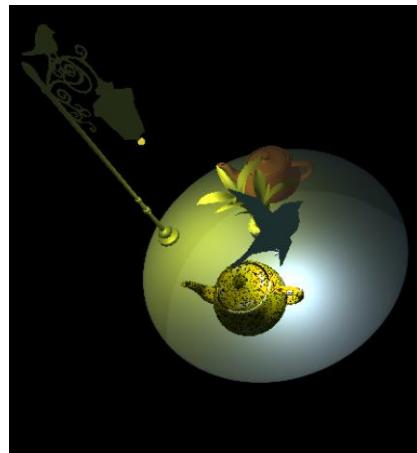

Figure 4: Light Zero in Motion!

Figure 5: Texture and Lighting in Action

Here is a link to the project video: https://youtu.be/i9709VPeB4A

Thank you!