

Graphics Coursework 1
 Apurv Nigam (16111445)
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| Glass | | Reason |
|-------------------|-----------------|---|
| Diffuse | (0.0, 0.0, 0.0) | Glass materials should have diffuse level of 0 unless they are intended to have a layer of dust, or other diffuse coating. Giving any other color value will make glass of that color |
| Specular | (0.0,0.0,0.0) | Don't want to give specular reflection to it |
| Glossiness | 1 | It does not matter , when specular component is 0 |
| Reflection Weight | 0.4 | To give moderate amount of reflectivity to the surface of glass ball |
| Refractive Index | 1.3 | Standard property |
| Refraction Weight | 1 | To make the ball fully transparent |

Steel Mirror Surface

| | | |
|-------------------|-----------------|---|
| Diffuse | (0.0, 0.0, 0.0) | Mirror materials also should have diffuse level of 0 unless they are intended to have a layer of dust other diffuse coating. |
| Specular | (0.5,0.5,0.5) | This gives a gray color specular reflection on the surface of steel plane and gives it mirror effect. Specular component makes the surface shiny. |
| Glossiness | 10 | This decides the size of glow on mirroe surface |
| Reflection Weight | 0.6 | In order to give it good amount of reflectivity |
| Refractive Index | 1.1 | Standard property |
| Refraction Weight | 0 | To make the plane fully opaque |

Paper Surface

| | | |
|-------------------|-----------------|---|
| Diffuse | (0.3, 0.3, 0.3) | To give a light gray color to the surface |
| Specular | (0.0, 0.0, 0.0) | Don't want to give specular reflection to it |
| Glossiness | 1 | It does not matter , when specular component is 0 |
| Reflection Weight | 0 | Beacause we dont expect paper to reflect any light. |
| Refractive Index | 1.9 | Standard property |
| Refraction Weight | 0 | To make the ball and cylinder fully opaque |

| Plastic Surface | | |
|-------------------|-----------------|--|
| Diffuse | (1.0, 0.0, 0.0) | Diffuse colour is the color that the surface absorbs and hence appears of that color. In this case , w wanted to make it appear red |
| Specular | (0.6, 0.6, 0.6) | This gives a gray color specular reflection on the surface of ball. Specular component makes the surface shiny. |
| Glossiness | 20 | This value decides the radius of circular glow that appears on surface of ball due to specular component. A high value gives very sharp glowing spots of small size and low value gives very big radius of shiny spots. 20 is a value to get glosiness of moderate size. |
| Reflection Weight | 0.1 | To give very less amount of reflectivity to the surface of plastic ball |
| Refractive Index | 1.4 | Standard property |
| Refraction Weight | 0 | To make the ball fully opaque |