

CS248A HW3: Lighting and Materials in GLSL

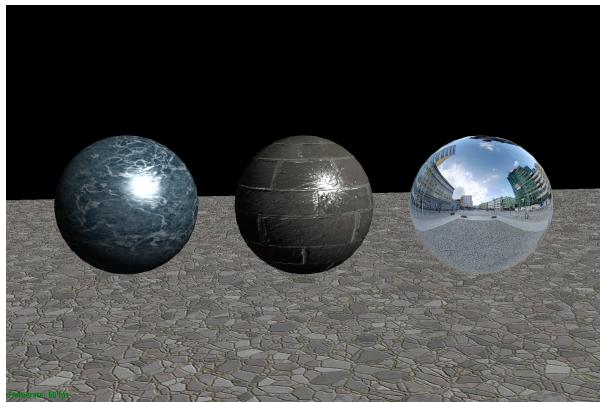
Author

- Name: Brian Chao
- Email: brianchc@stanford.edu
- SUNet ID: 06660506

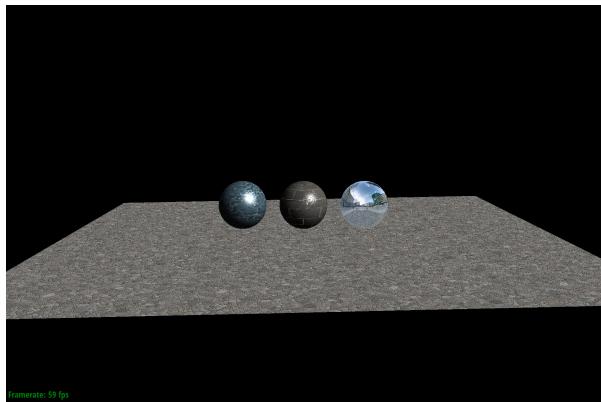
Implemented Features

All basic features are implemented.

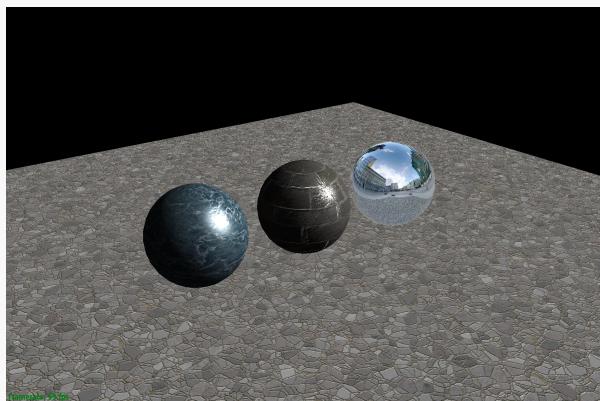
1. Coordinate Transform
2. Phong Reflectance
3. Normal Mapping
4. Environmental Lighting



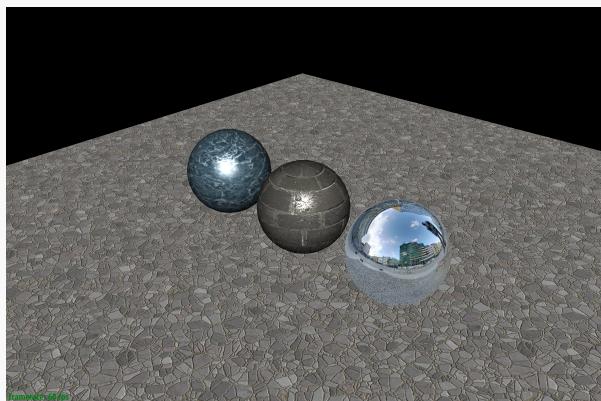
Framerate: 59 fps



Framerate: 59 fps



Framerate: 59 fps



Framerate: 60 fps

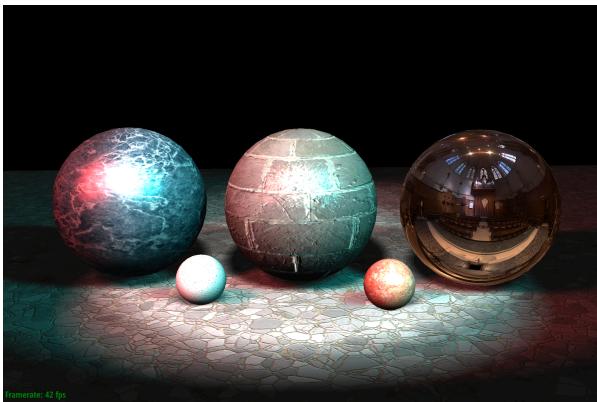


Framerate: 59 fps

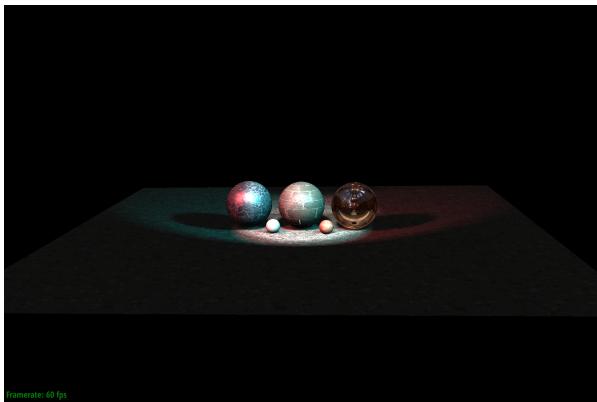


Framerate: 59 fps

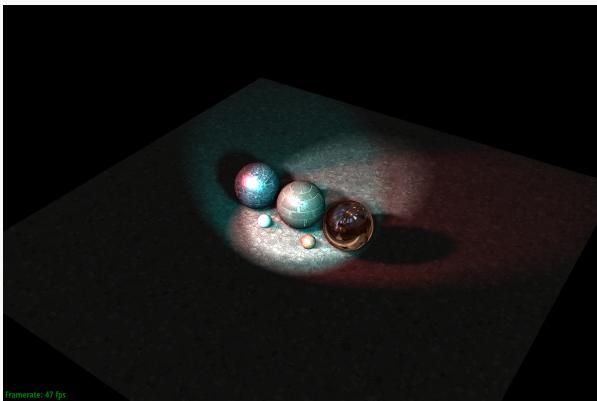
5. Spotlights and Shadows (spotlight falloff, shadow acne removal, percentage closure filtering ...)



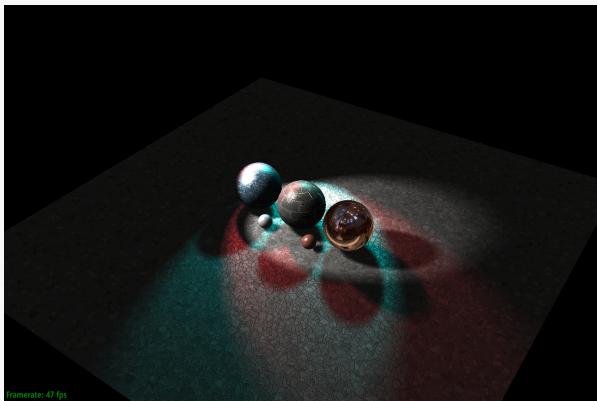
Framerate: 42 fps



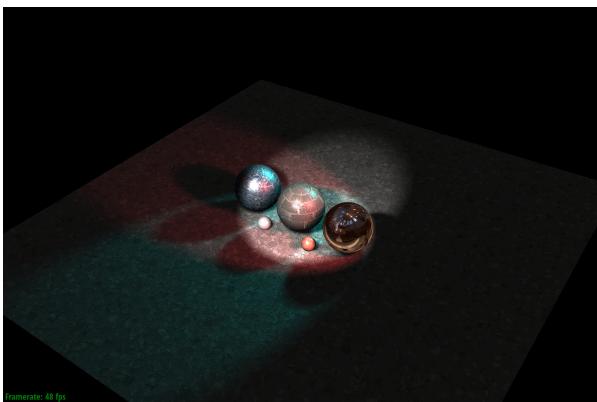
Framerate: 60 fps



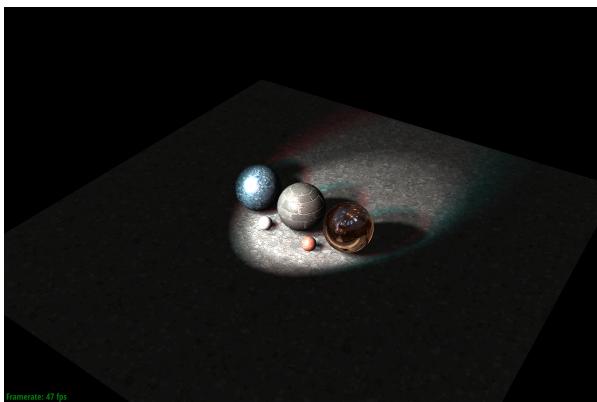
Framerate: 47 fps



Framerate: 47 fps



Framerate: 48 fps



Framerate: 47 fps