



Everything is Shiny

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Every once in a while I'll see a tutorial online or a paper that talks about specular. And it will have a line like "Some materials such as cloth and cardboard are pure diffuse surfaces with no specular". This is a lie. Every object in the real world has specular, even good old cloth and cardboard. I took these with my homebrew polarized lighting setup. Since I was holding the polarizer manually, the separation isn't perfect, but seems to work well enough.

First, we'll start with a cotton shirt. This is the most diffuse one I could find. Most cotton shirts have more specular.

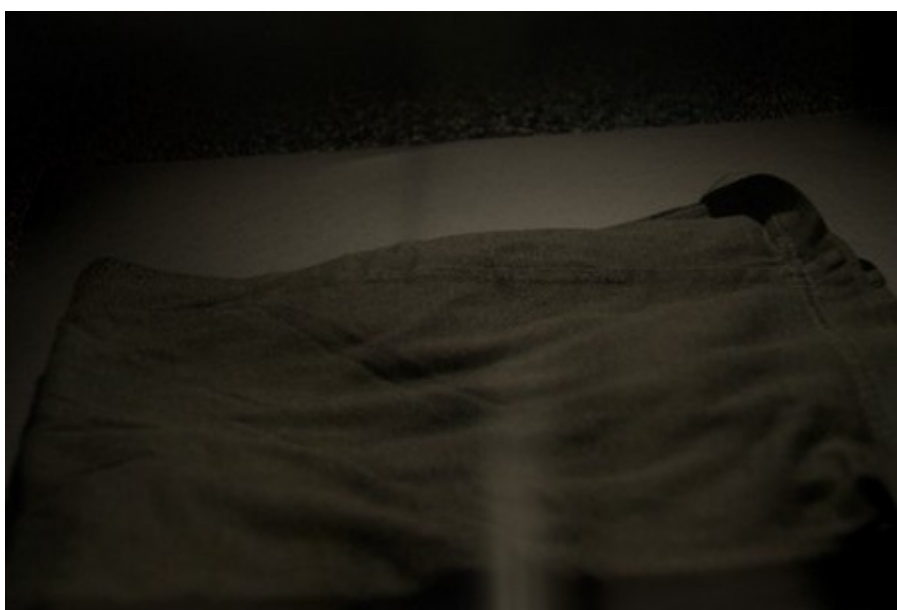
Main:



Diffuse:



Specular:



Here is some

denim, a shinier cloth material.

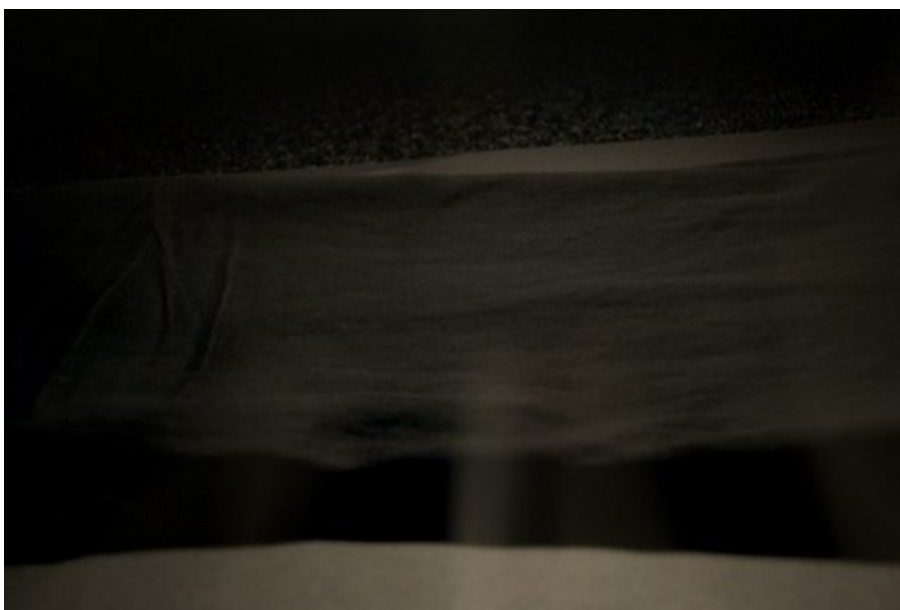
Main:



Diffuse:

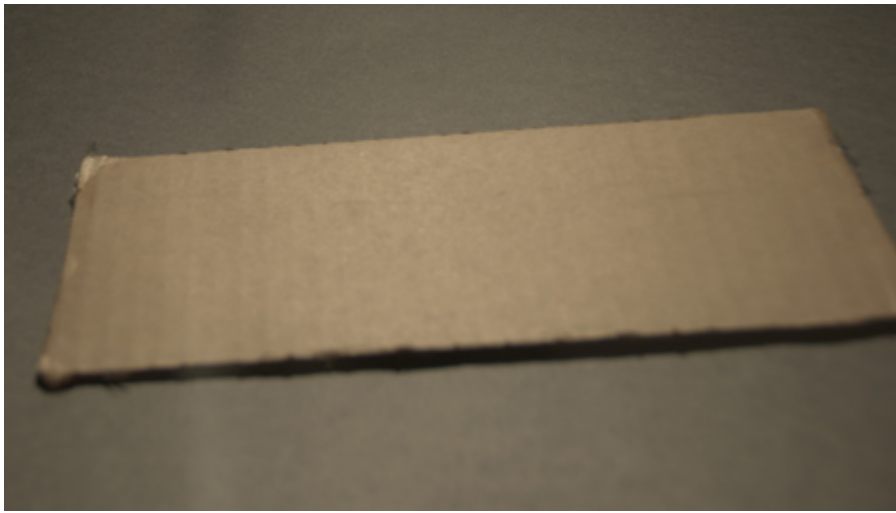


Specular:

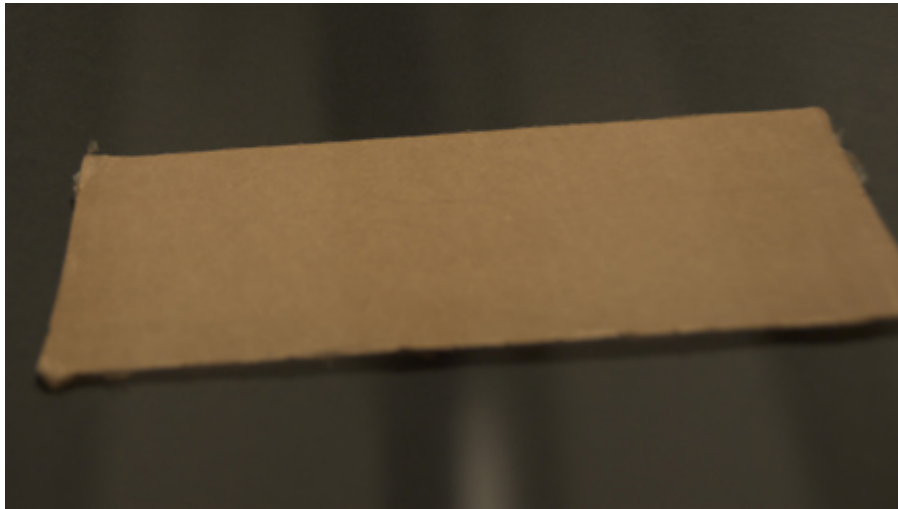


Next, here is some cardboard. Yep, it's shiny.

Main:



Diffuse:



Specular:

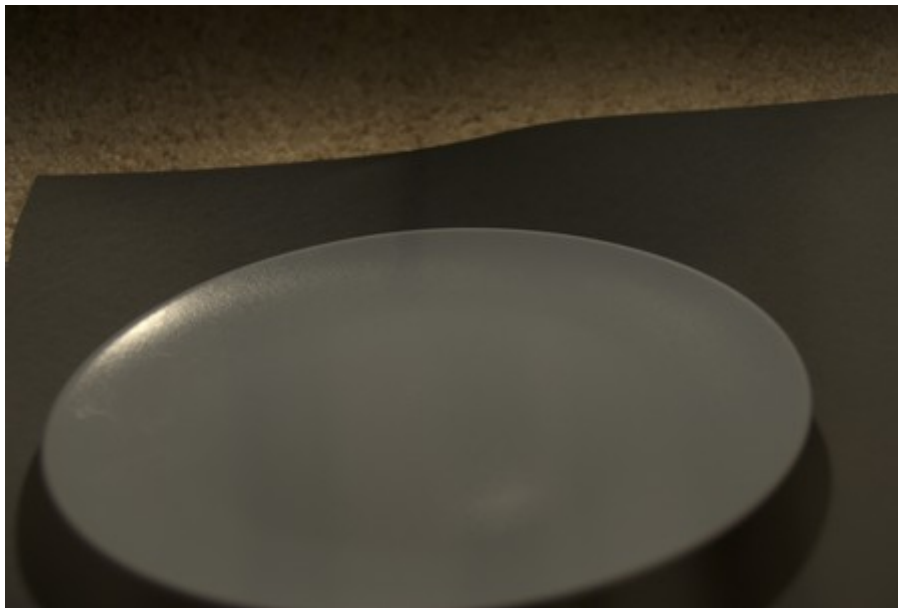


As a comparison, here is one of my plates. Specular highlights are really bright!

Main:



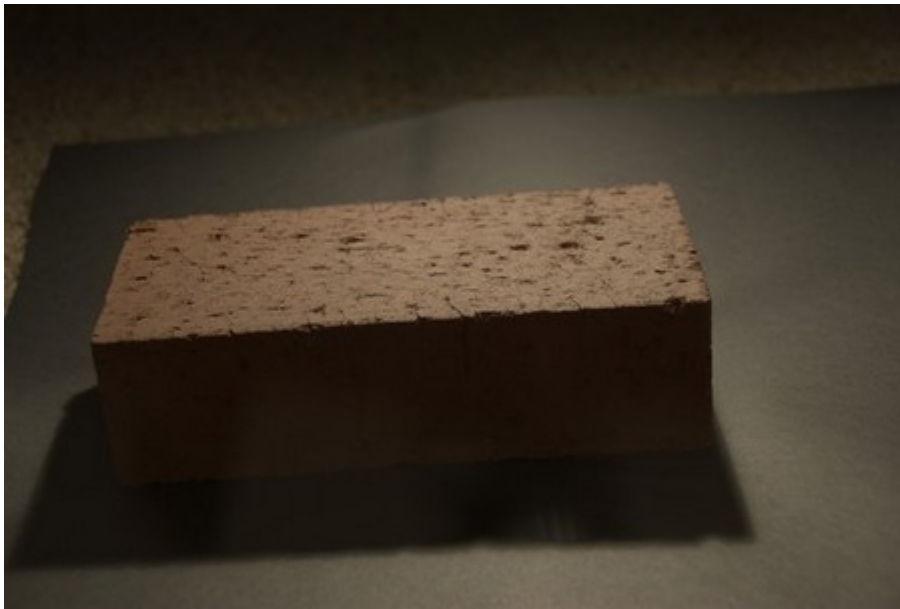
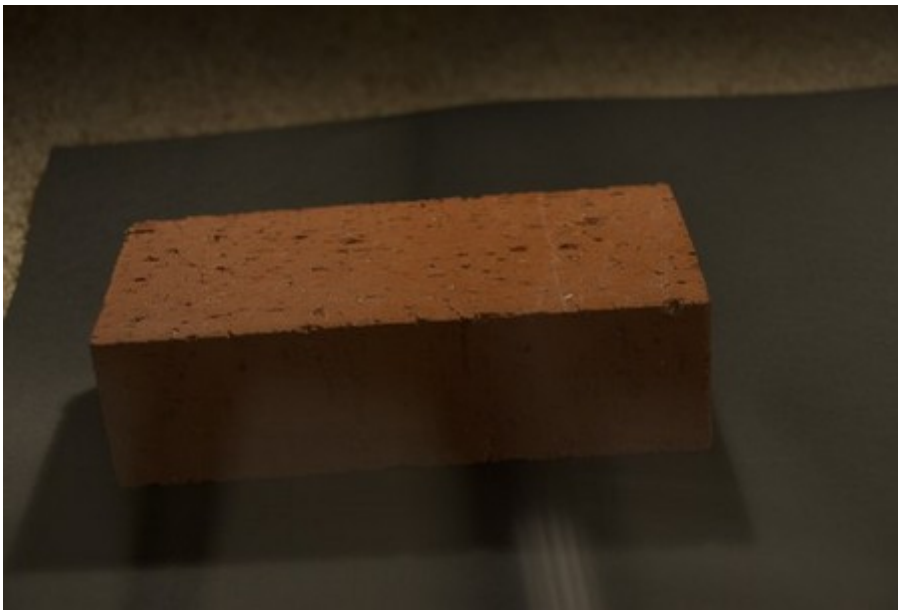
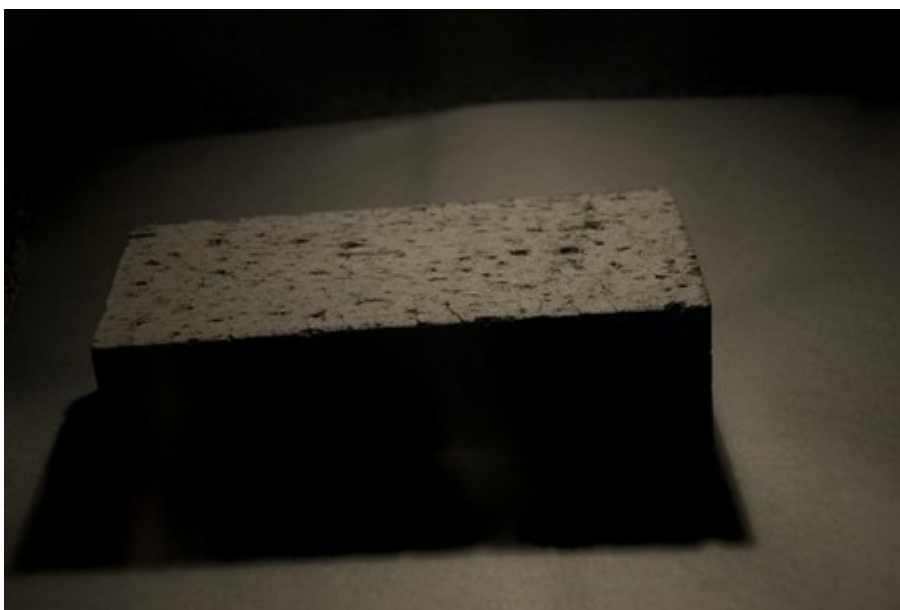
Diffuse:



Specular:

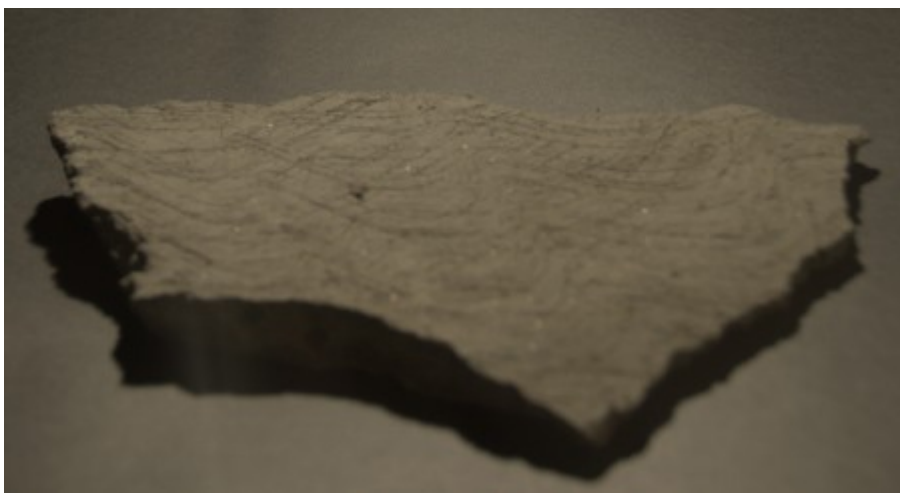


Here are a few other ones. Notice how much specular bricks have.

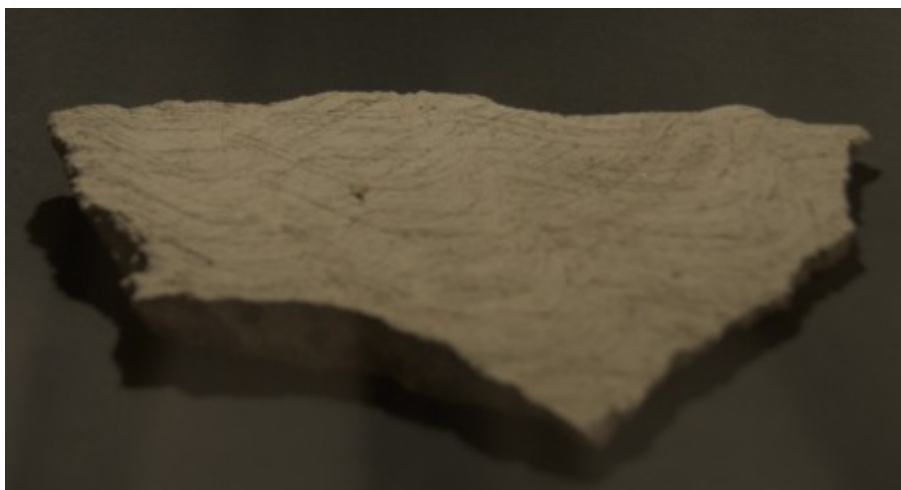
Main:**Diffuse:****Specular:**

Finally, here is a piece of concrete from the sidewalk. Sidewalk concrete is much less specular than road pavement.

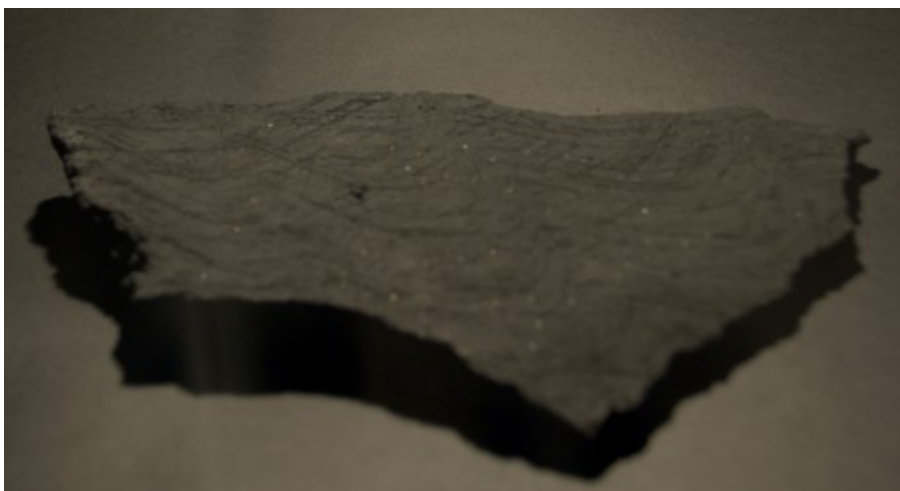
Main:



Diffuse:



Specular:



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