Group

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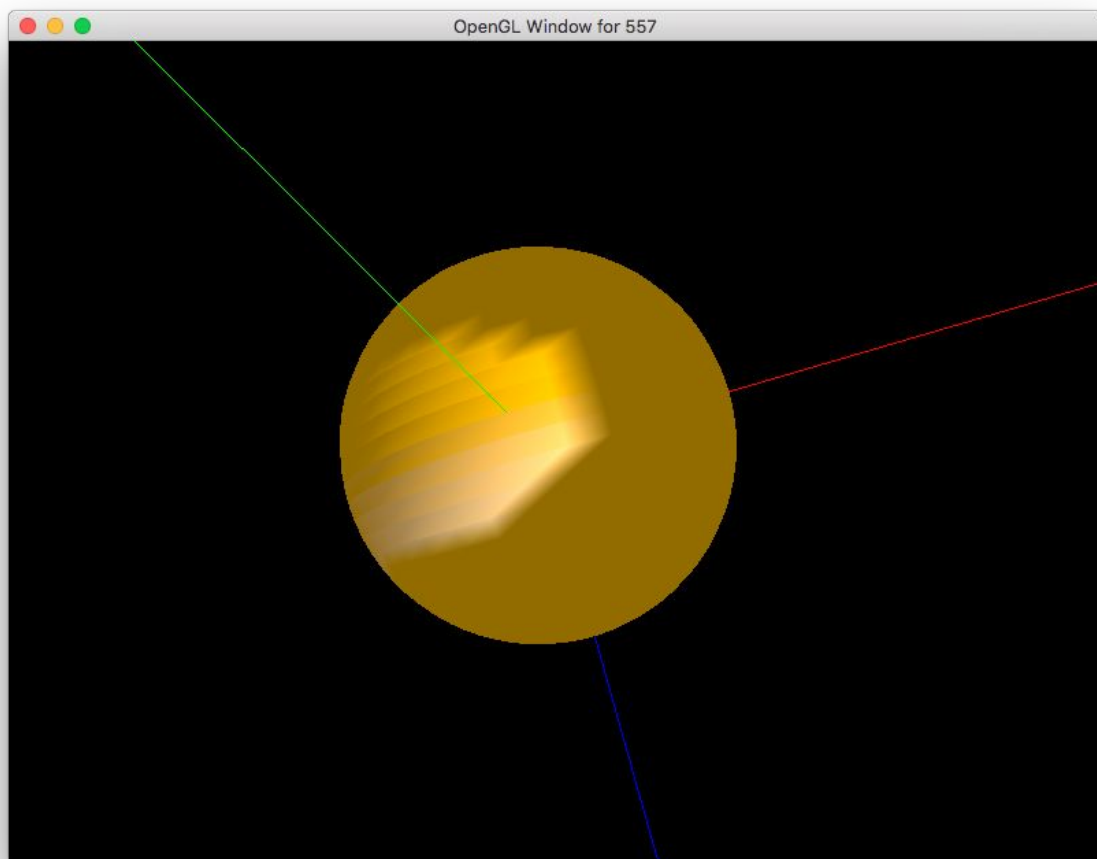Andrew M., amaxim@iastate.edu
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Problem 1

The first thing we had to do for part one was to set up a shader and corresponding C++ code to allow for passing multiple light sources.

Through the process of playing around with the parameters, we got some interesting results, including some odd artifacts.

Changing to just using a diffuse light source, with an additional spotlight gave the following rendering. The diffuse part looks good, but the spotlight seems to have some odd behavior.
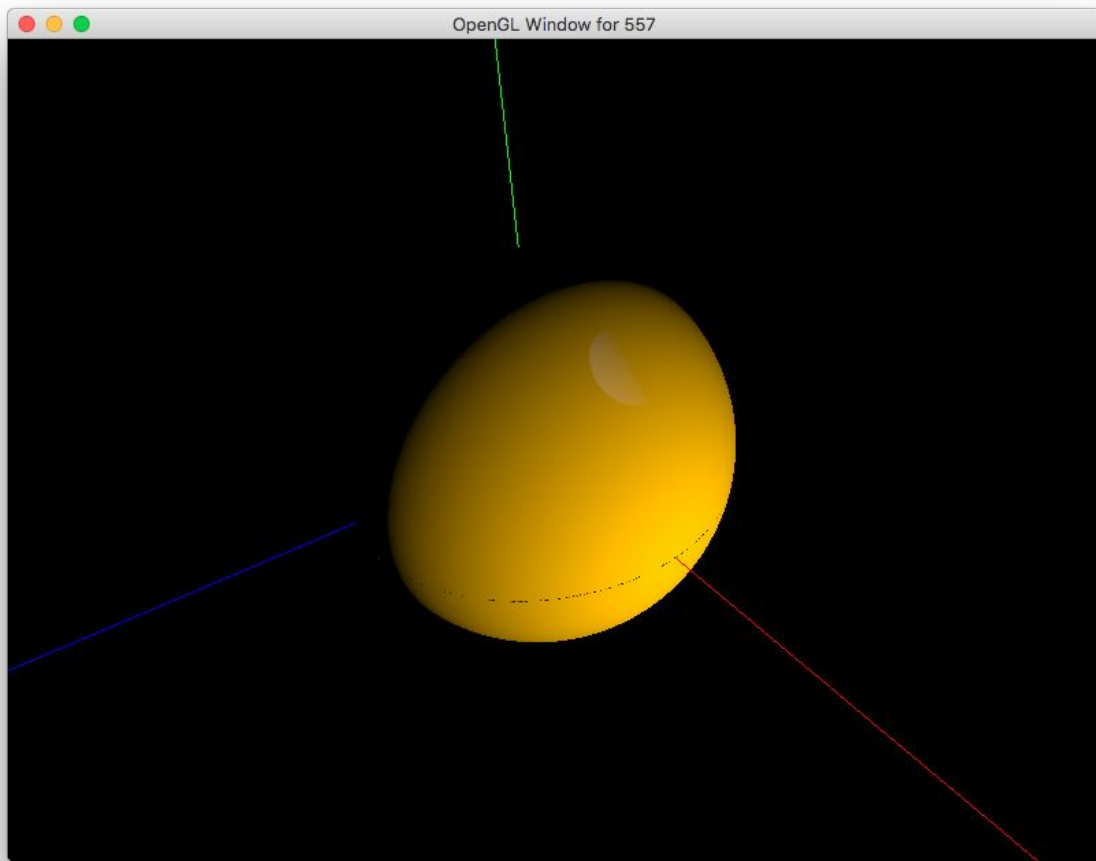
It took some experimenting, but by changing the shininess of the material, we were able to get a solid spotlight, that overlapped with the diffuse light, like what was requested in the homework assignment.
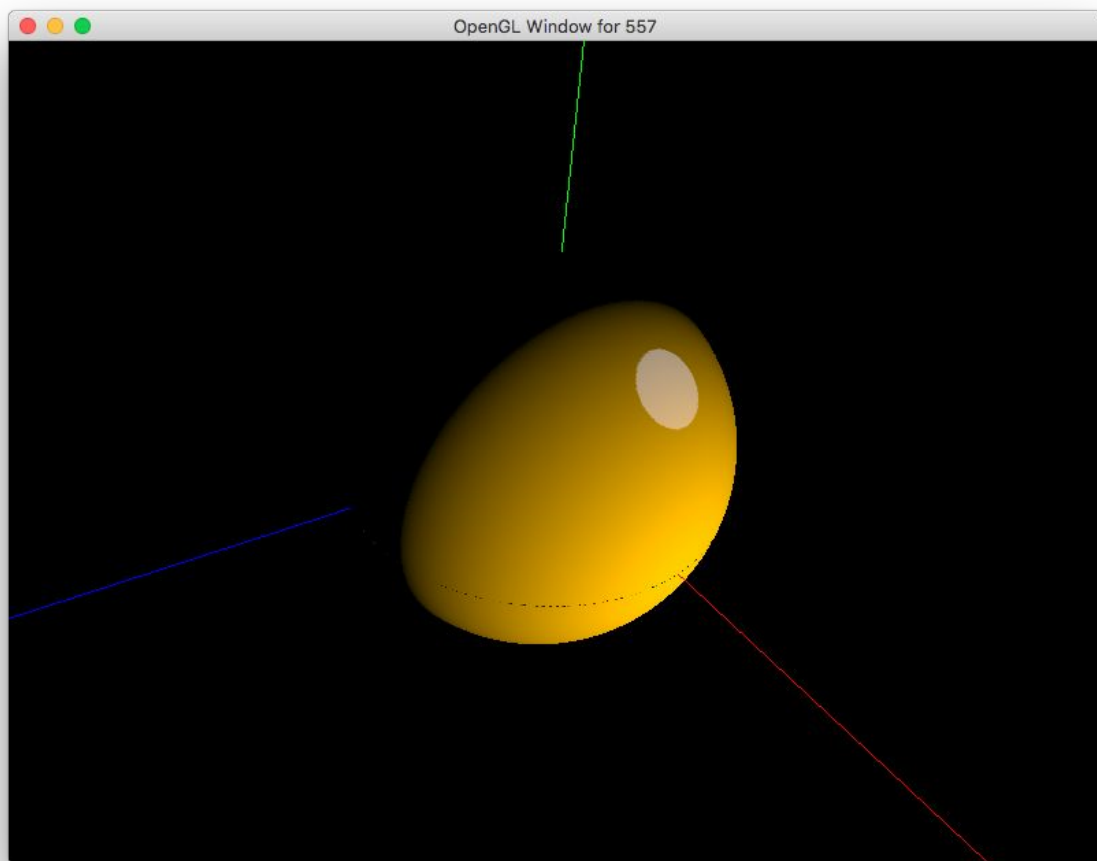
After the update was introduced for the inverse view matrix, we had to change some parameters. The shininess was brought back to a value other than 0 (8 in this case), and the spotlight was changed to a smaller angle. This led to a similar rendering.

OpenGL Window for 557