Group

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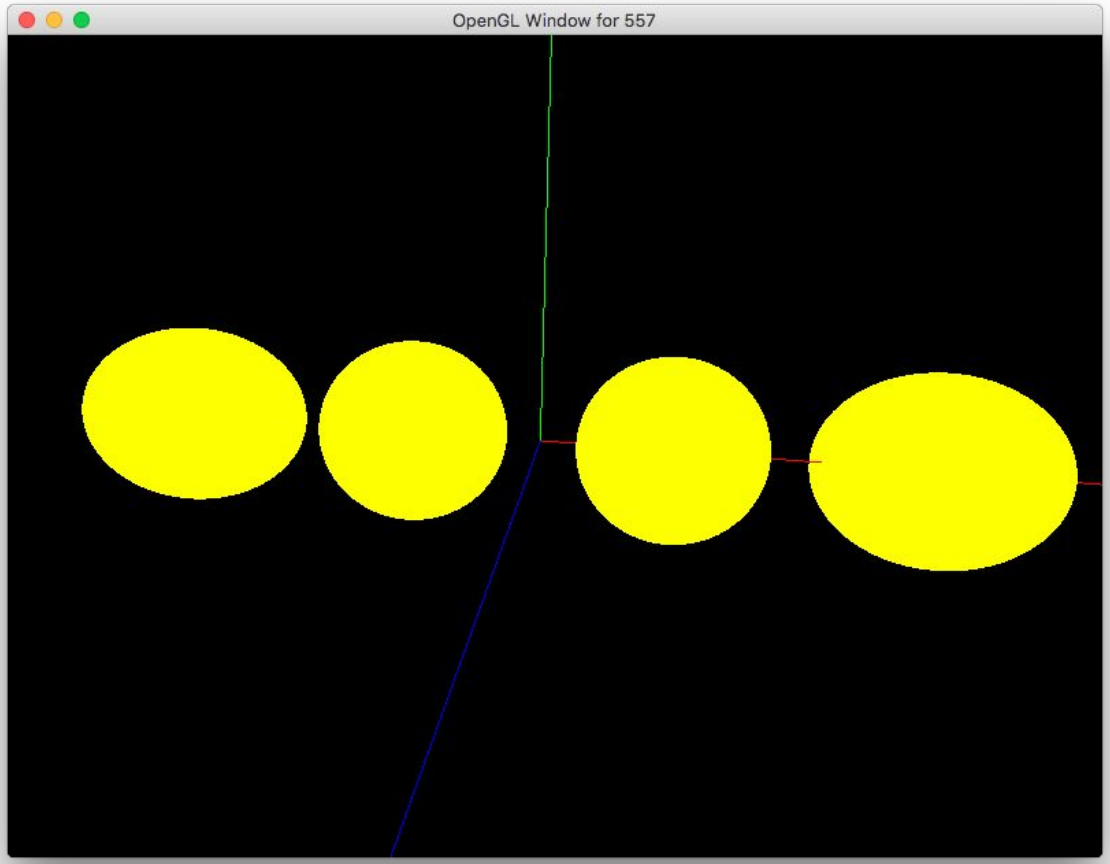
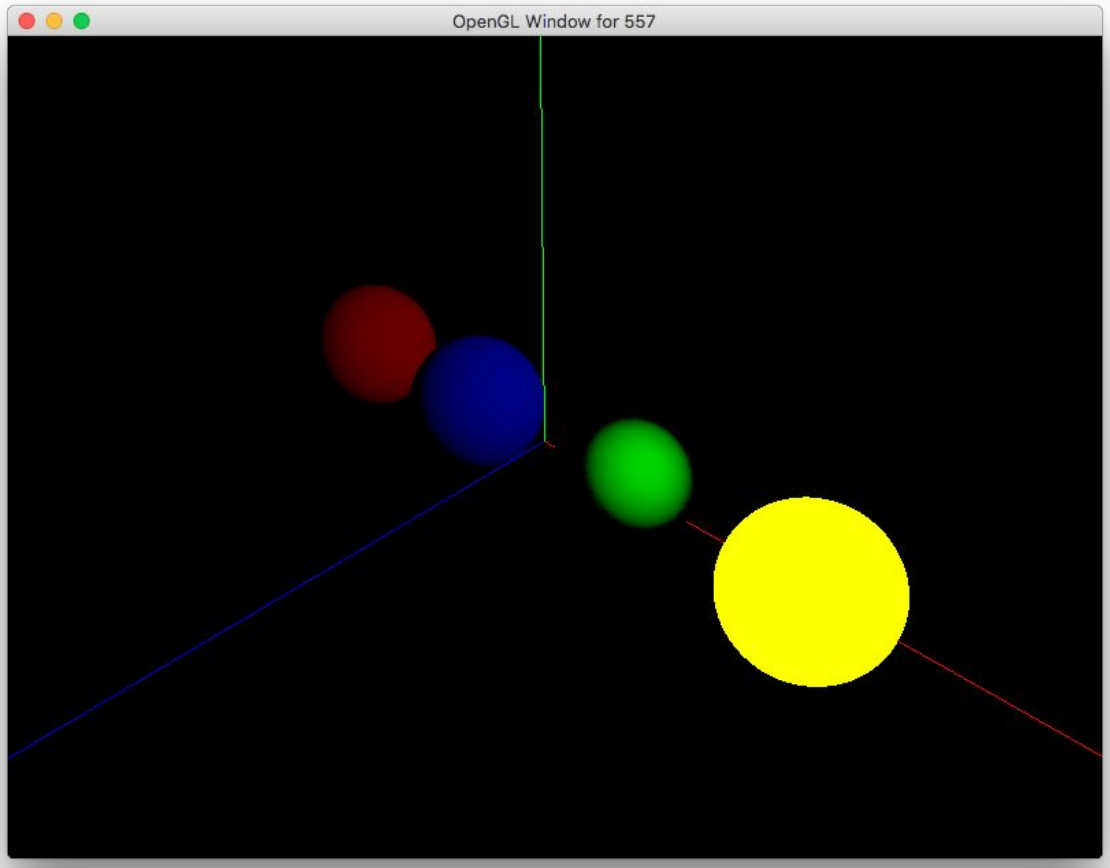
Problem 2

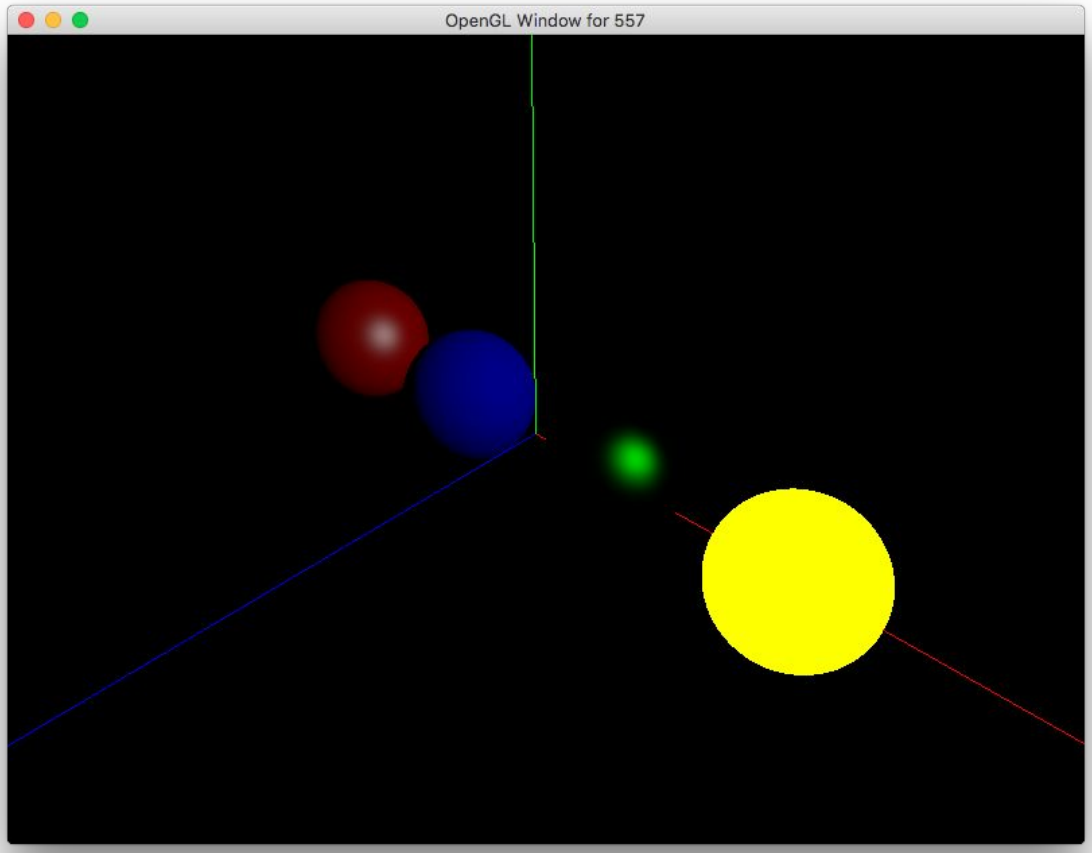
The first job was to get the four spheres drawing. This mainly involved creating 4 instances of the CustomSphere we created as a part of the first problem, and then shifting them so that they were each drawn in a line.



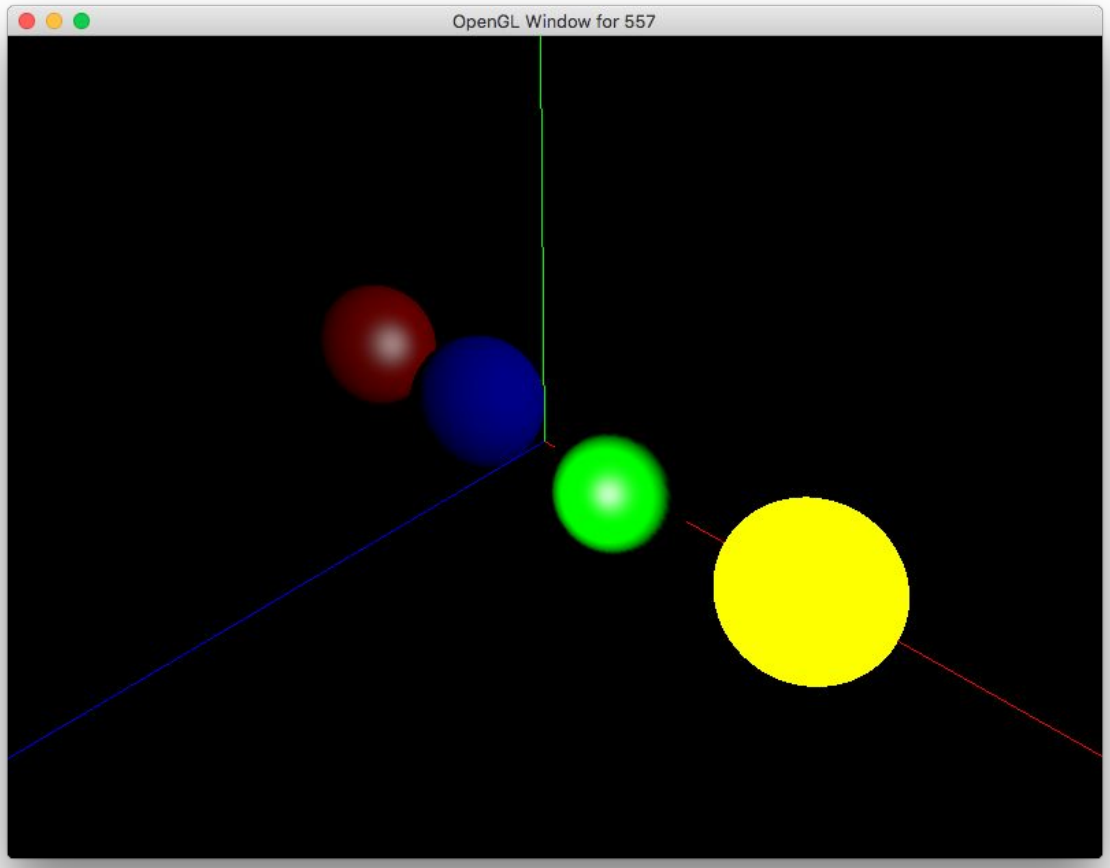
Our first stab at getting the right lights was something like this. They have the right general colors, and the right types of lights for the most part. The first sphere currently just has a red diffuse light (without a specular highlight). The second sphere looks pretty accurate, with just a diffuse blue light. The third sphere has a green spotlight, but it isn't at the right angle. The fourth sphere is sort of the right color, but still needs a spotlight, and some other tweaking.



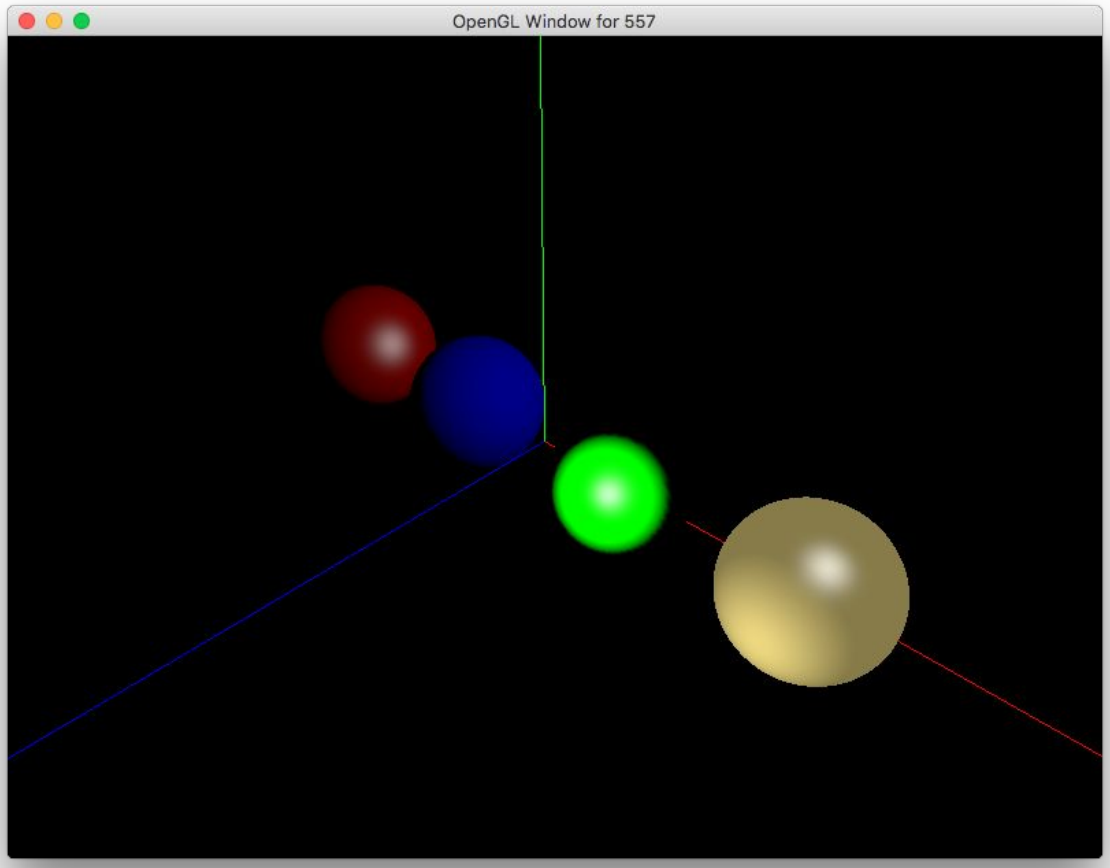
We then started going through each one and tweaking them to get the right combination. The first sphere gained a spotlight to get the specular highlight.

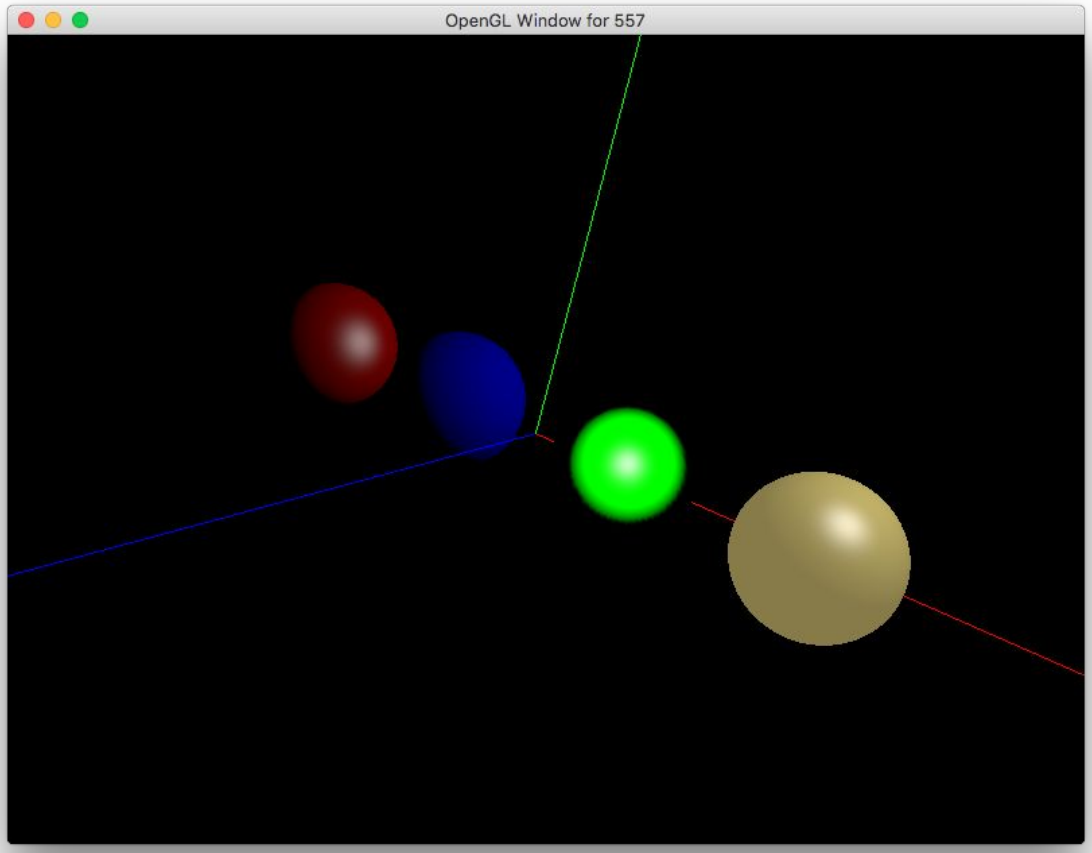


We then played around with the spotlight, and the material (direction, shininess) to get a different look to the third sphere. Added some diffuse light, with a white specular light, and got the following.



The fourth sphere took some time to get the right color and light combination. We tried several different combinations (first above, with just ambient light, and then below with a combination of some ambient and diffuse, with another spotlight for the specular touch.


OpenGL Window for 557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