

CENG415 ASSIGNMENT2 /Büşra GÜL/1205011023

In this assignment, the hard parts are (for me) **lights, perspective camera and shading**.

Firstly, I cannot do this parts. Then, I get the Dot products of ray and light.

In addition, I added new class and headers which are

-shader.h(main or root class like object3d),

-diffuseShader.h,

-diffuseShader.cpp,

-normal.h,

-normal.cpp ,

-floatingpoint.h.

These classes helps to me **to getting the normal image, adding lights and getting the shading**.

In this assignment,I have fun a lot however it was very hard assignment.

I do my shape in **scene13.txt**. I romeved scene files name because when I gave the parameters, these names are very long

when you enter it. So I change and say for example scene1.txt,scene2.txt..etc.

My perspective camera was not work the last assignment. So I fixed it.

In **images file**, you can see the new outputs.

The commands are same as the first assignment. You can see the below:

Command for output image -> **"-input scene13.txt -size 100 100 -output output.tga"**

Command for normal image -> **"-input scene13.txt -size 100 100 -normal normal.tga"**