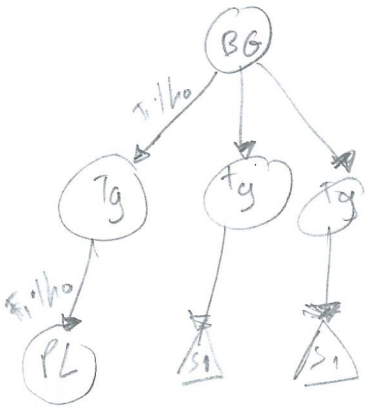
```
BranchGroup bg = new branchgroup();

Transform group tg = new transformgroup();

PointLight PL = new pointLight();

tg.addchild(PL);

bg.addchild(tg);

tg = new transformgroup();

Shape3d S1 = new Shape3D();

tg.addchild(S1);

bg.addchild(tg);

tg = new transform group

Shape3d S2 = new Shape3D();

    tg.addchild(S2);

bg.addchild(tg);
```

Testo tipo

```
BranchGroup bg = new BranchGroup();

transformgroup tg = new transformGroup();

PointLight PL = new PointLight();

tg.addchild(PL);

bg.addchild(tg);

Tg = new transform group();

Shape3D S1 = new Shape3D();

Tg.addchild(s1);

Bg.addchild(tg);

tg = new transform group();

S1 = new Shape3D();

Tg.addchild(s1);

bg.addchild(tg);
```



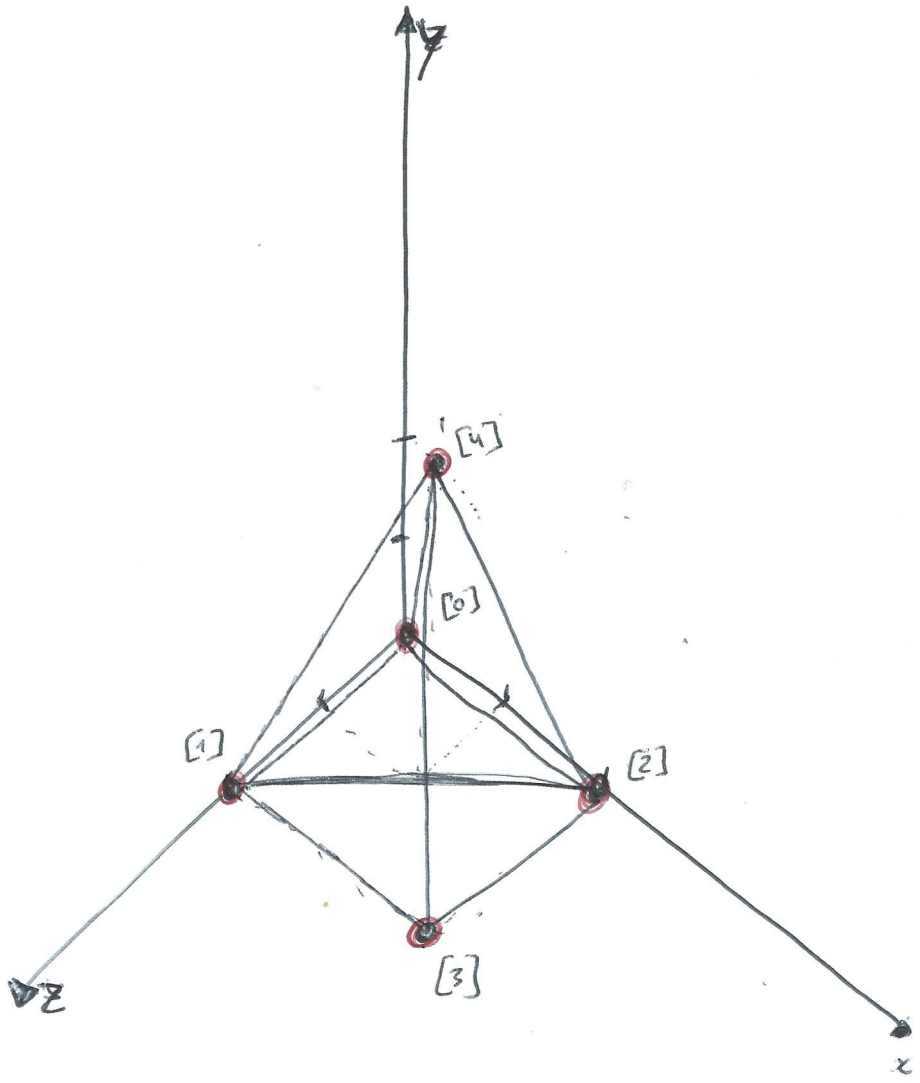
grosseiro

o professor é muito grosso SS

é o que? um satélite artificial:

vou almoçar contigo

ou tudo pr passar a limpo



Indexed strip Array

12 indica o nº de pontos

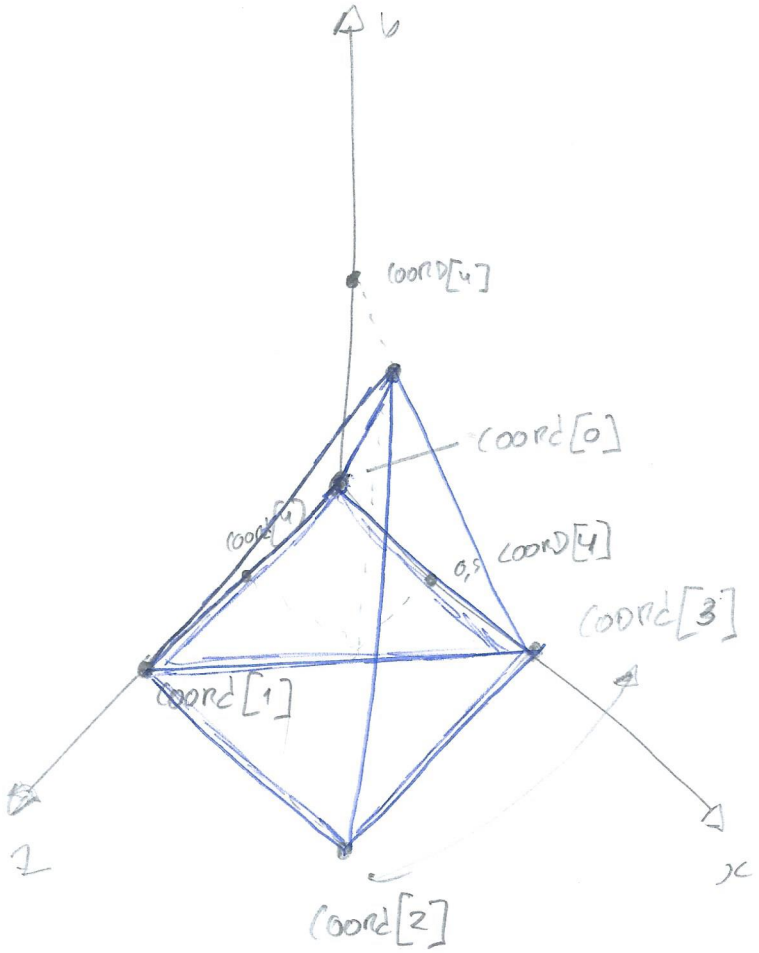
5 indica os nº de coordenadas

{ 4, 4, 4 } → Indica quantas FATIAS e os nº de pontos logo 3 FATIAS com 4 pontos

{ 0, 1, 4, 2, 0, 3, 4, 2, 0, 1, 3, 2 }

2.

INDEXED triangle strip ARRAY → geometria baseada em triangulos



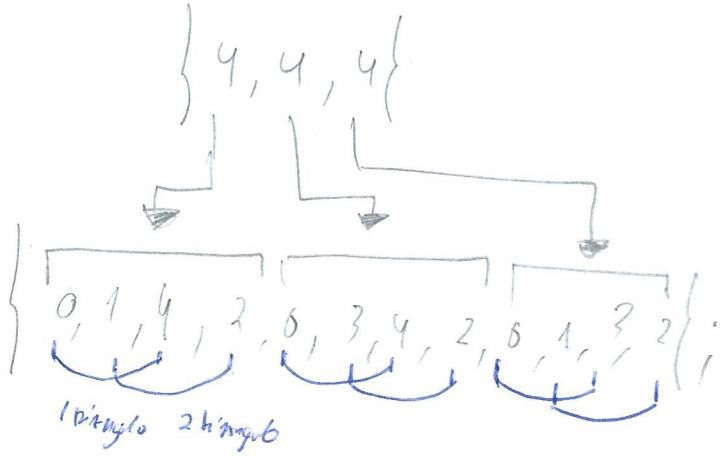
5 coordenadas

Agora temos que indexar usando os ship index {4, 4, 4}

↓

Dimensão do array indica Quantas Faces.

Vamos usar = 3 Faces

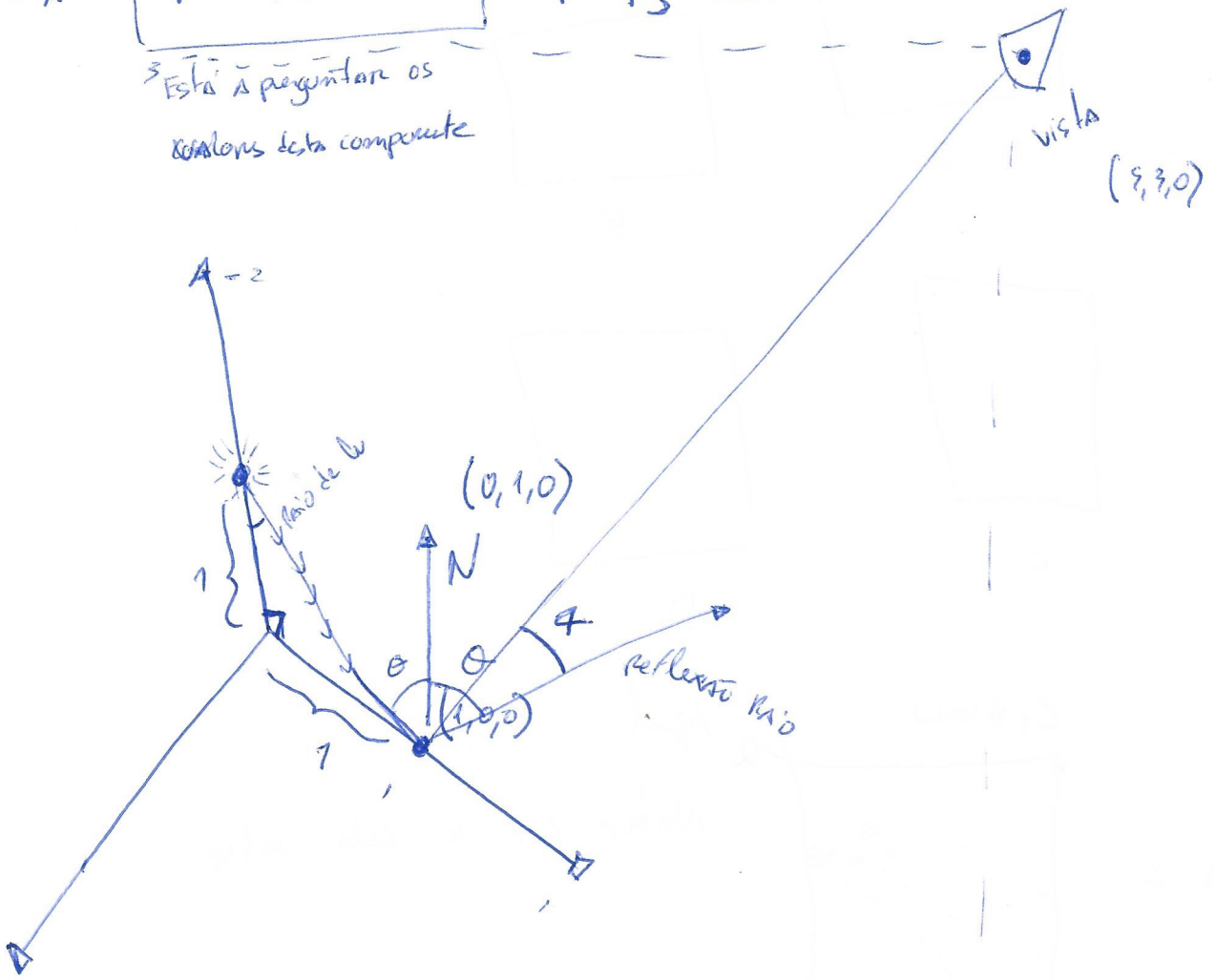


0 – coord[0] (x,y,z)

2.

$$I = I_a \cdot K_A + I_p \cdot K_A \cdot \cos\theta + I_p \cdot K_S \cdot \cos^N \alpha$$

3 Está a preguntar os reflexos desta componente

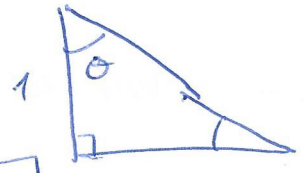


$$I = I_A \cdot K_A + I_P \cdot K_A \cdot \cos\theta + I_P \cdot K_S \cdot \cos^N \alpha$$

45°

(0.3, 0.5, 0.2)

(1.0, 1.0, 1.0)



$$I = I_P^R \cdot K_a^R \cdot \cos\theta$$

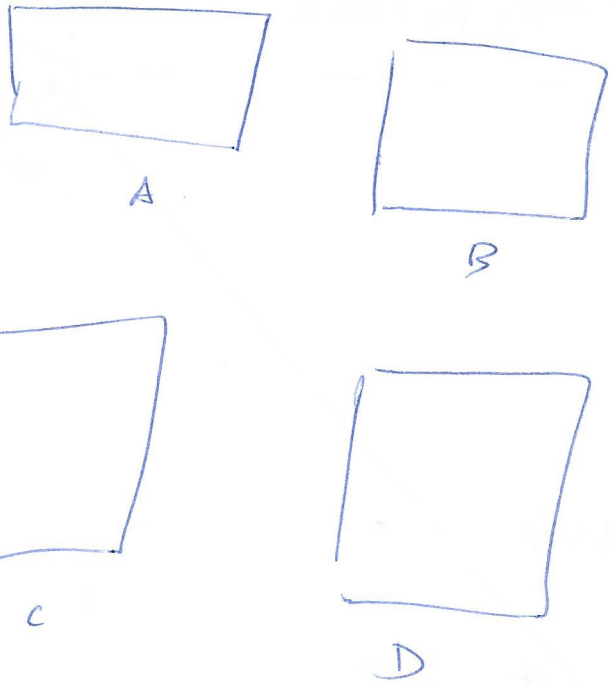
$$= 1.0 \cdot 0,3 \cdot \cos 45°$$

$$I_L = 1,0 \cdot 0,5 \cdot \cos 45°$$

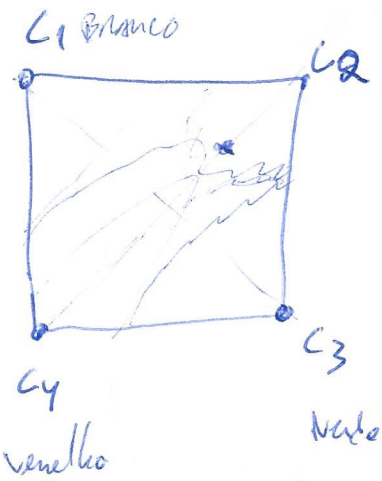
$$I_L^B = 1,0 \times 0,2 \cdot \cos 45$$

$90° + 45 + 45° =$

4.



A =



Atribuir cor a cada vértice

B = Modo de coloração baseado na luz e no material

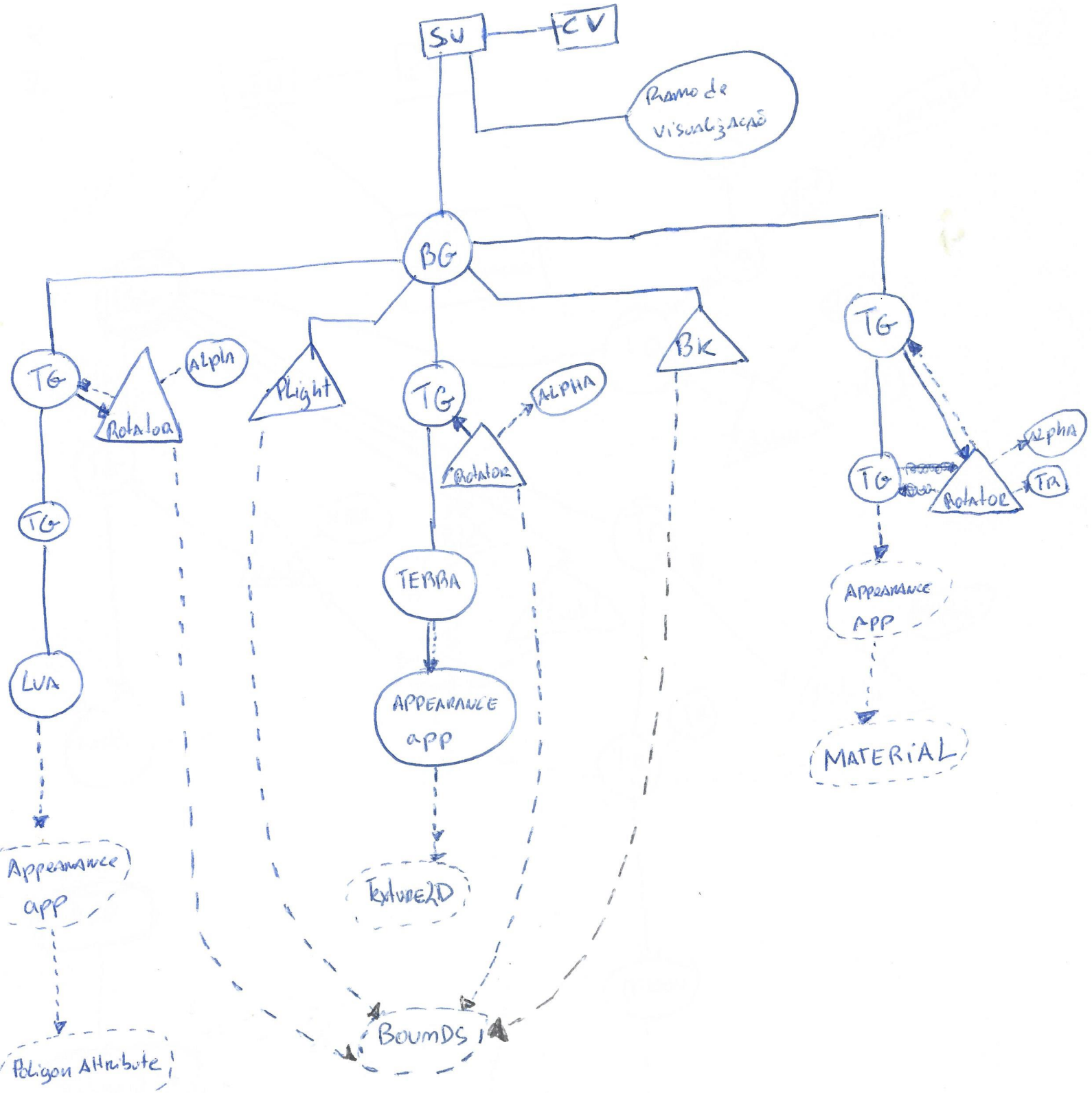
C = Color_ug Atributos – Atribuir cor à face ou aparência

Podemos estar a usar o

D =

NÃO excluímos qualquer modelo de atribuição

"Definimos"



2
16
17
17
13
13
11
87

16
17
17
13
14
11
86