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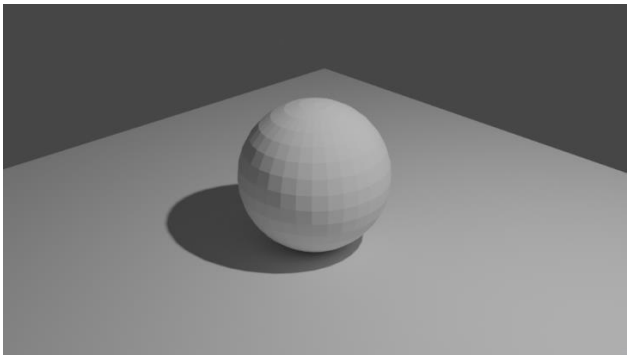
CSC 322

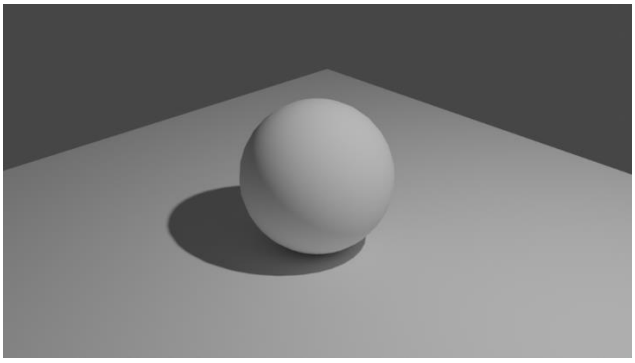
Activity 03

GitHub URL:

Checkpoint 1.1



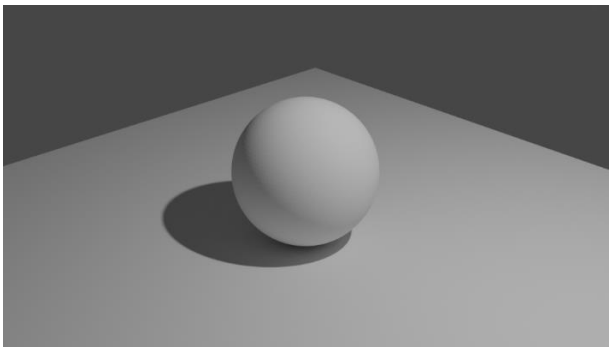
Checkpoint 1.2



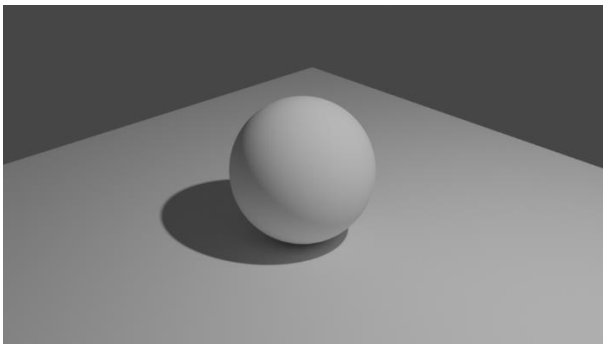
Checkpoint 1.3

It takes longer to process the smooth render. Instead of a surface composed of several flat sides, the sphere now has a smooth surface.

Checkpoint 1.4



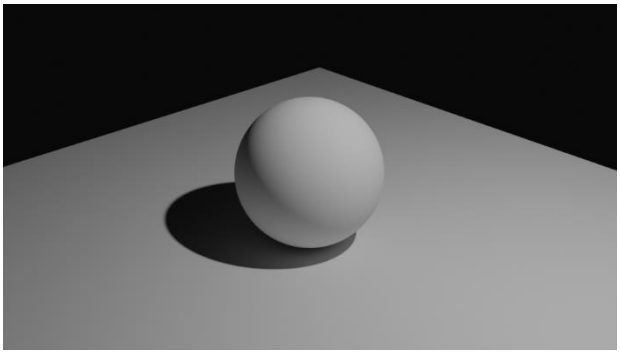
Checkpoint 1.5



Checkpoint 1.6

Smooth shading and subdivision flat shading have a similar appearance. Even yet, the surface is still somewhat rougher than usual.

Checkpoint 2.1



Checkpoint 2.2

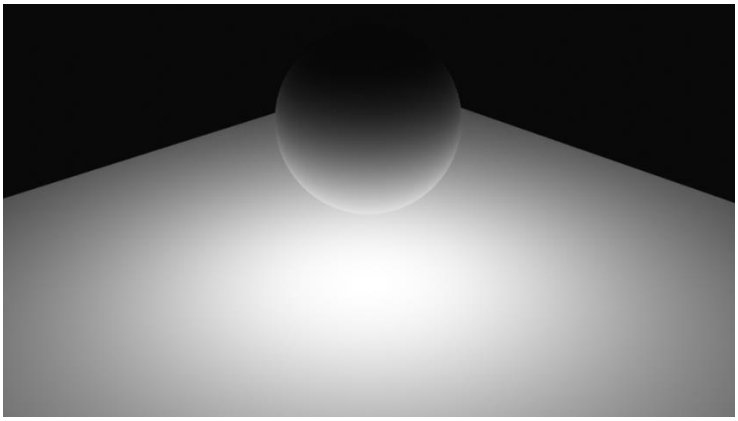
X=1036 Y=649

1000 W: R=0.61608, G=0.61608, B=0.61608

250 W: R=0.17927, G=0.17927, B=0.17927

A higher light power results in the brighter color

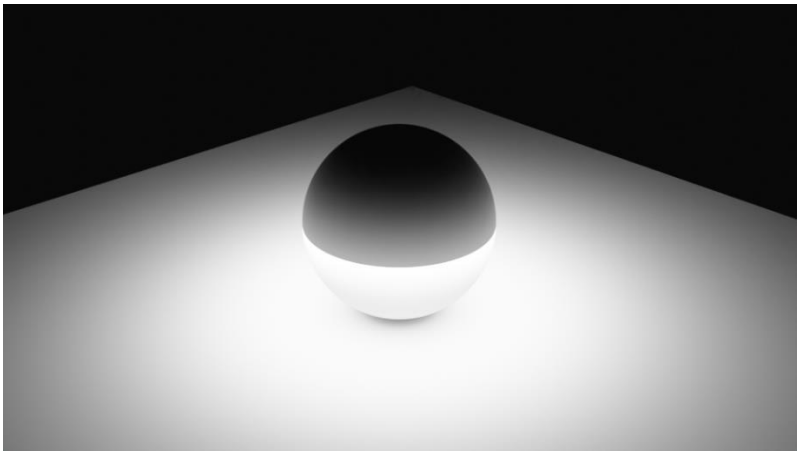
Checkpoint 2.3



Checkpoint 2.4

The light appears significantly brighter when closer

Checkpoint 2.5

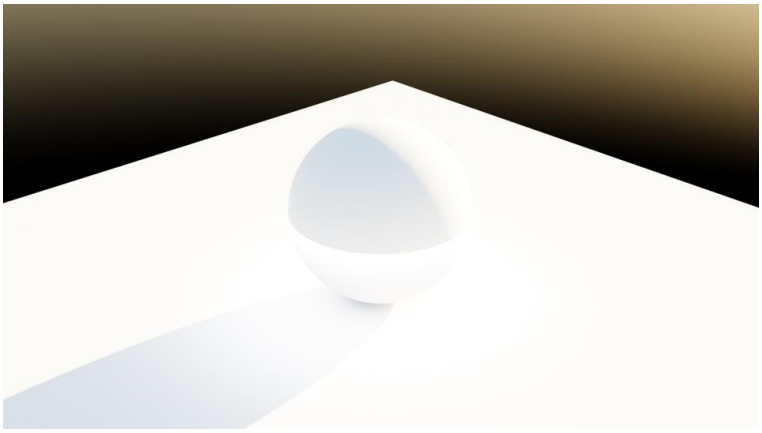


Checkpoint 2.6

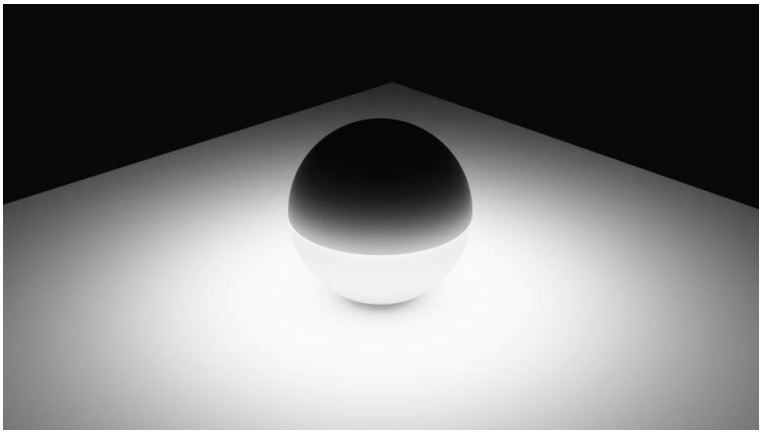
The object appears more washed out due to the area light.

In the render for 2.5, the shadow is smaller, and it looks like light was reflected from the plane onto the sphere's bottom.

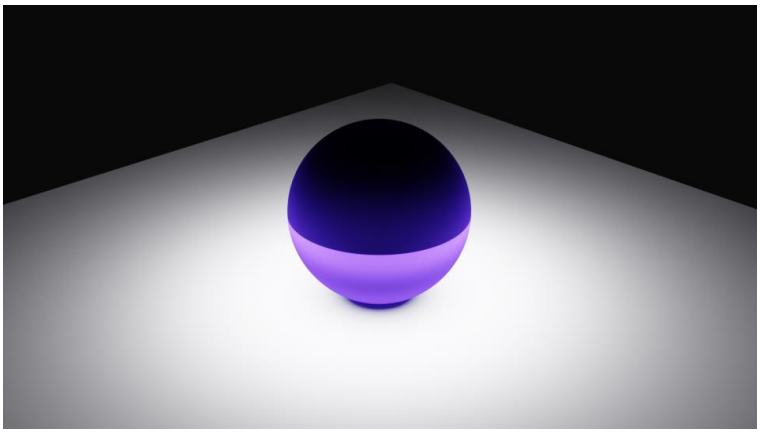
Checkpoint 3



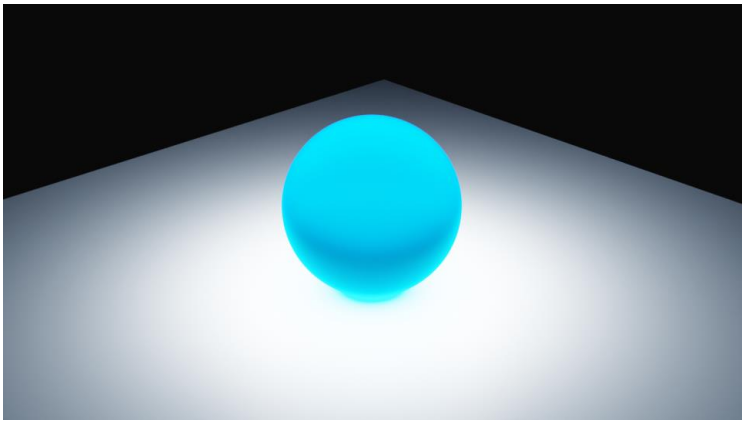
Checkpoint 4.1



Checkpoint 4.2



Checkpoint 4.3



In 4.1, I used the glossy setting

In 4.2 I used the velvet setting

In 4.3 I used the glass setting

The light changed differently while we change the settings