

# SHADING MODELS



Flat



Gouraud



Phong



Raytrace

## 3 Components of Light



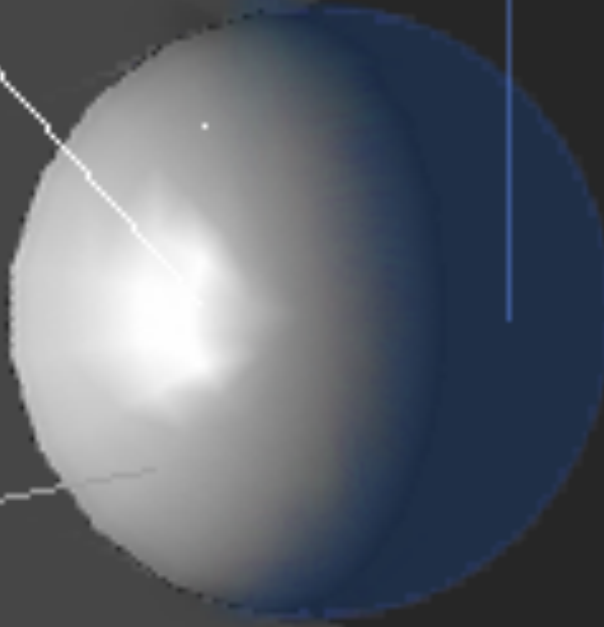
Light Source  
Color #c1c1c1



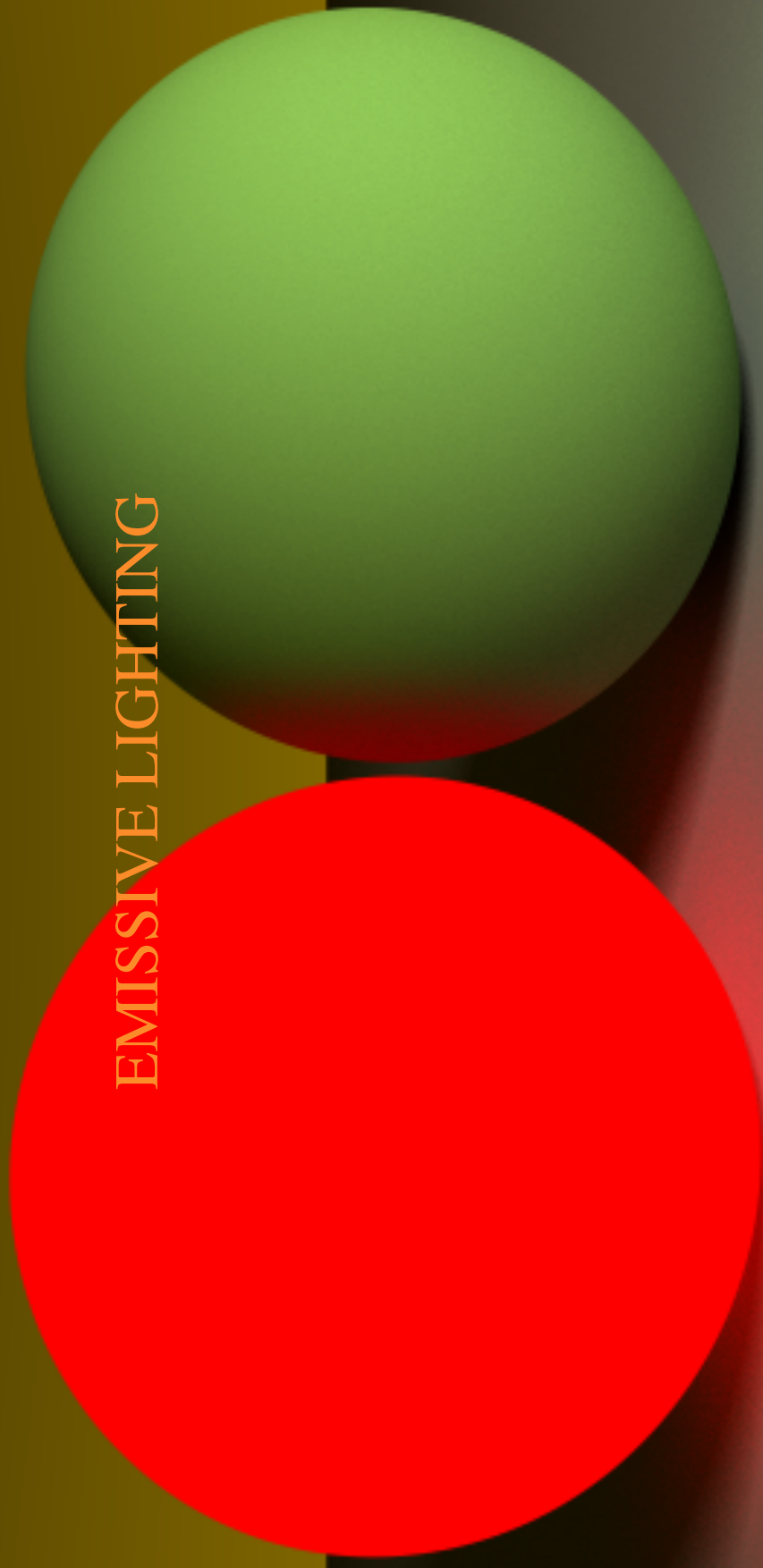
Specular Highlight  
(Bright White)

## LIGHTING MODELS

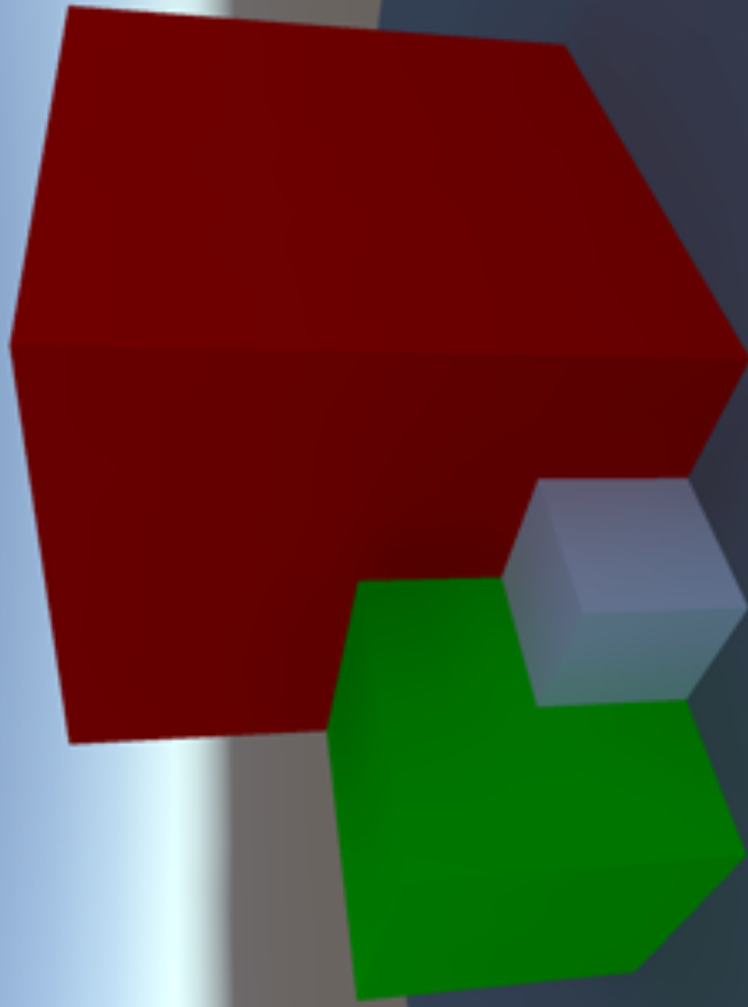
Ambient  
Light Col  
(Dk. Blue)



# EMISSIVE LIGHTING

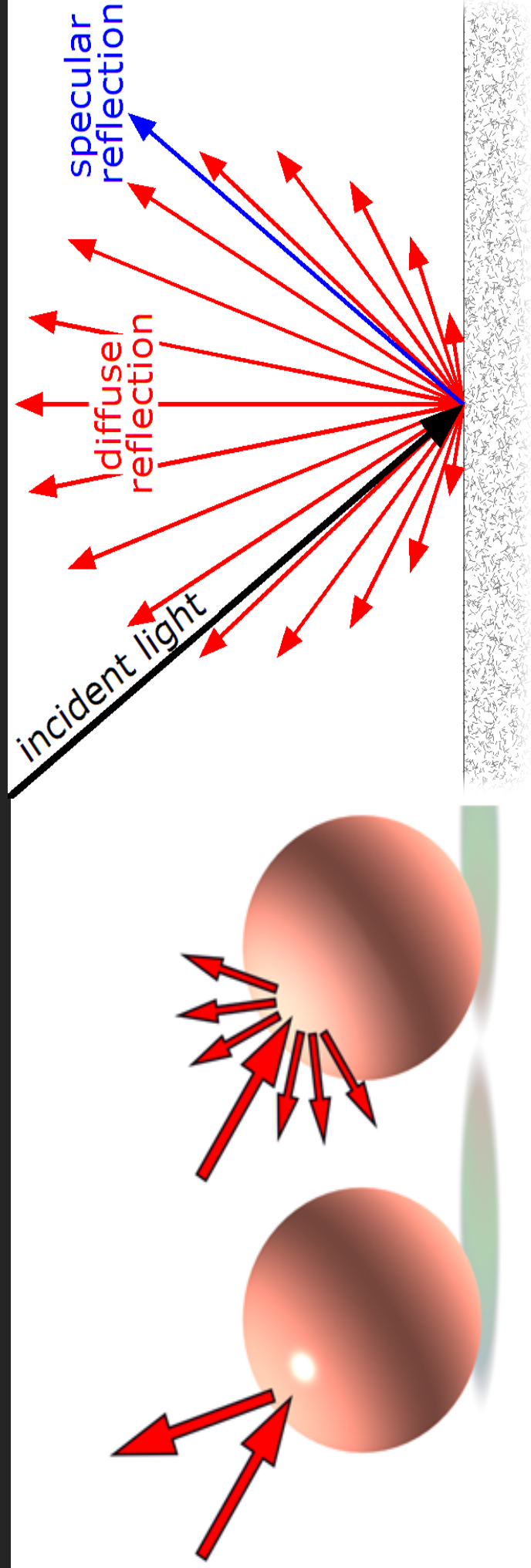


# AMBIENT LIGHT



# REFLECTIVE LIGHTING EFFECTS

- Diffuse reflection
- Specular reflection



# FLAT SHADING







# PHONG SHADING

