

SHADING MODELS



Flat



Gouraud



Phong



Raytrace

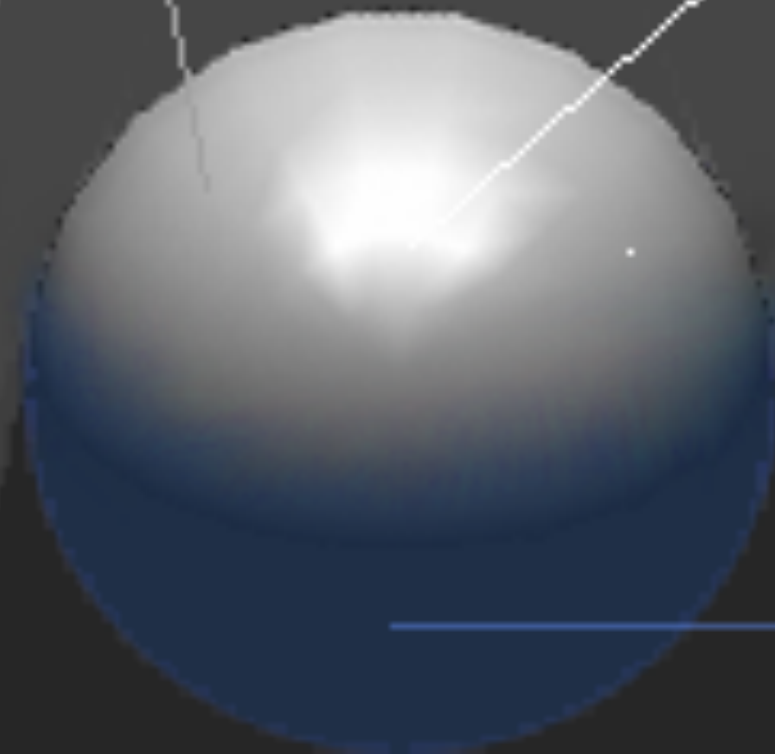
3 Components
of Light

Light Source
Color #c1c1c1

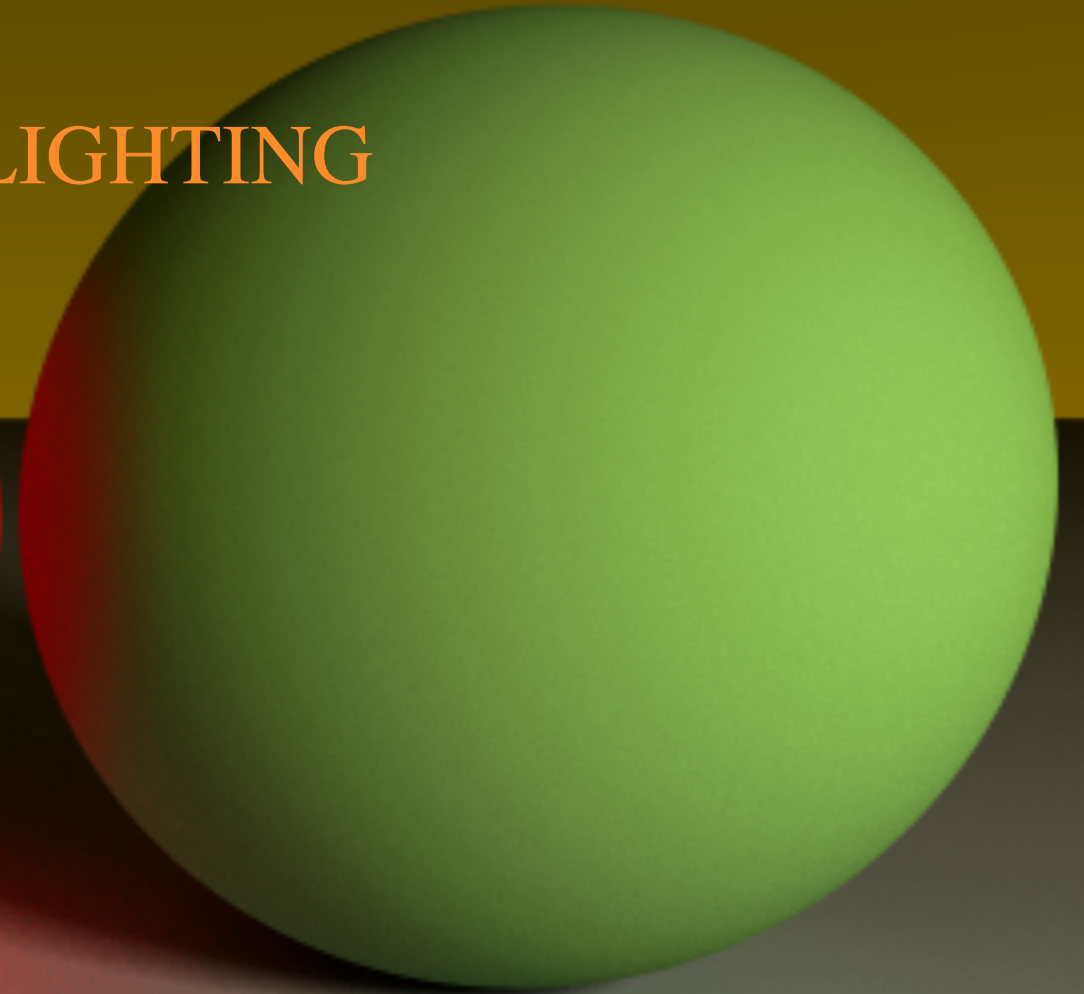
Specular Highlight
(Bright White)

LIGHTING MODELS

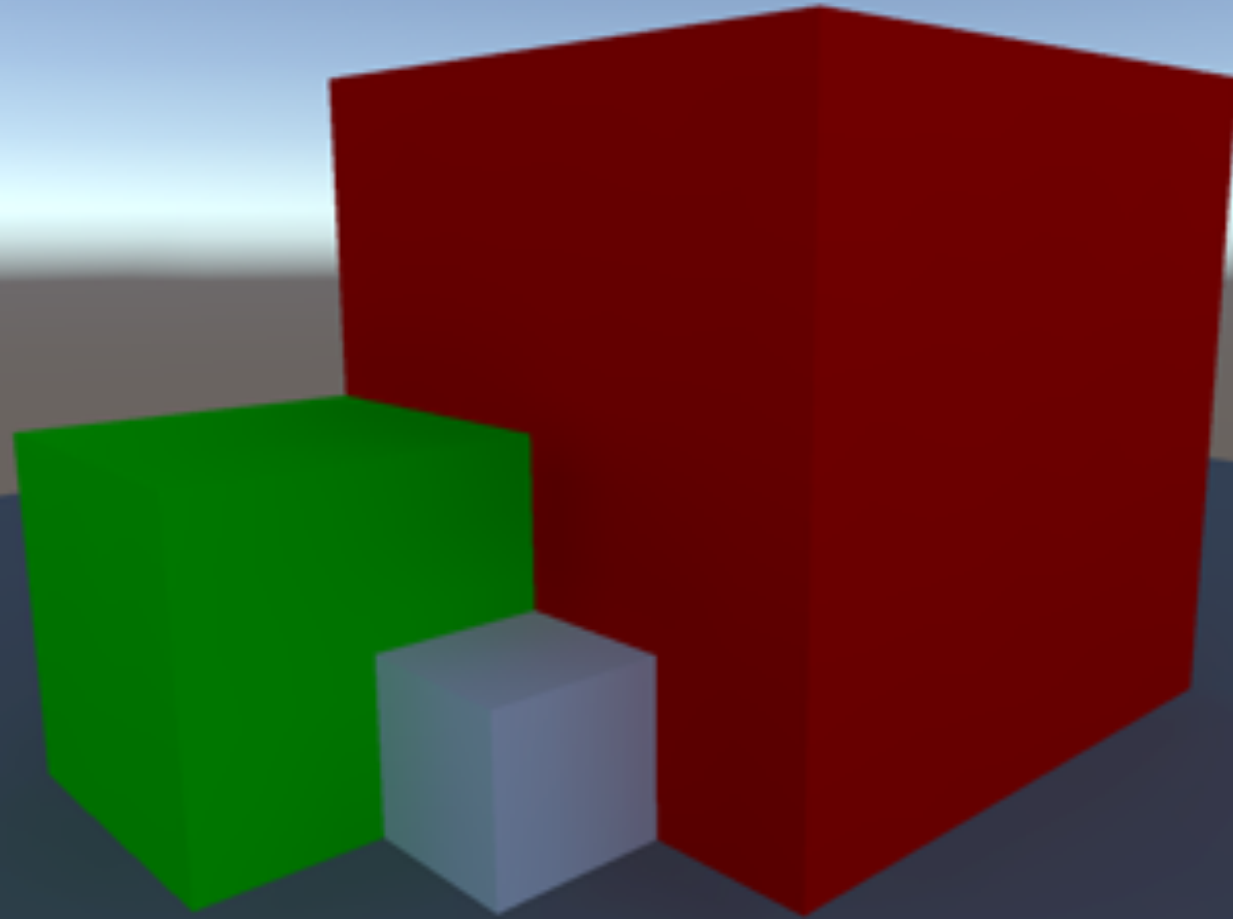
Ambient
Light Col
(Dk. Blue)



EMISSIVE LIGHTING

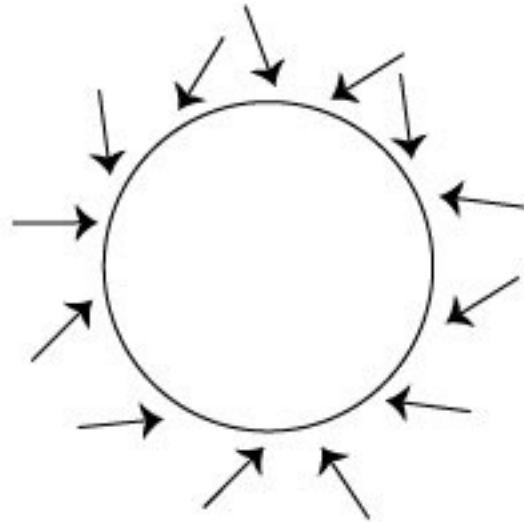


AMBIENT LIGHT

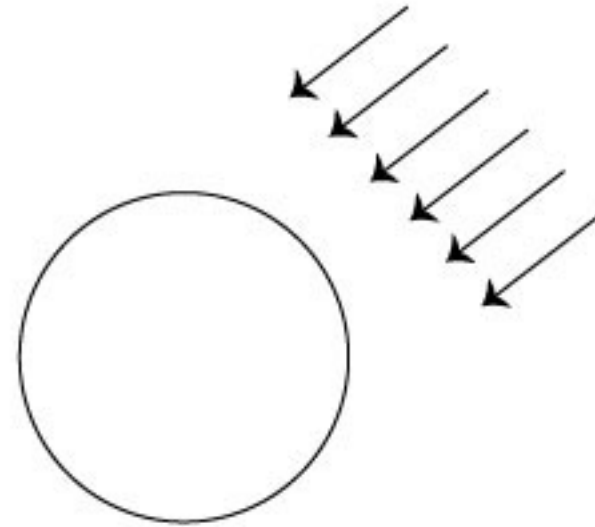


AMBIENT VS. DIRECTIONAL

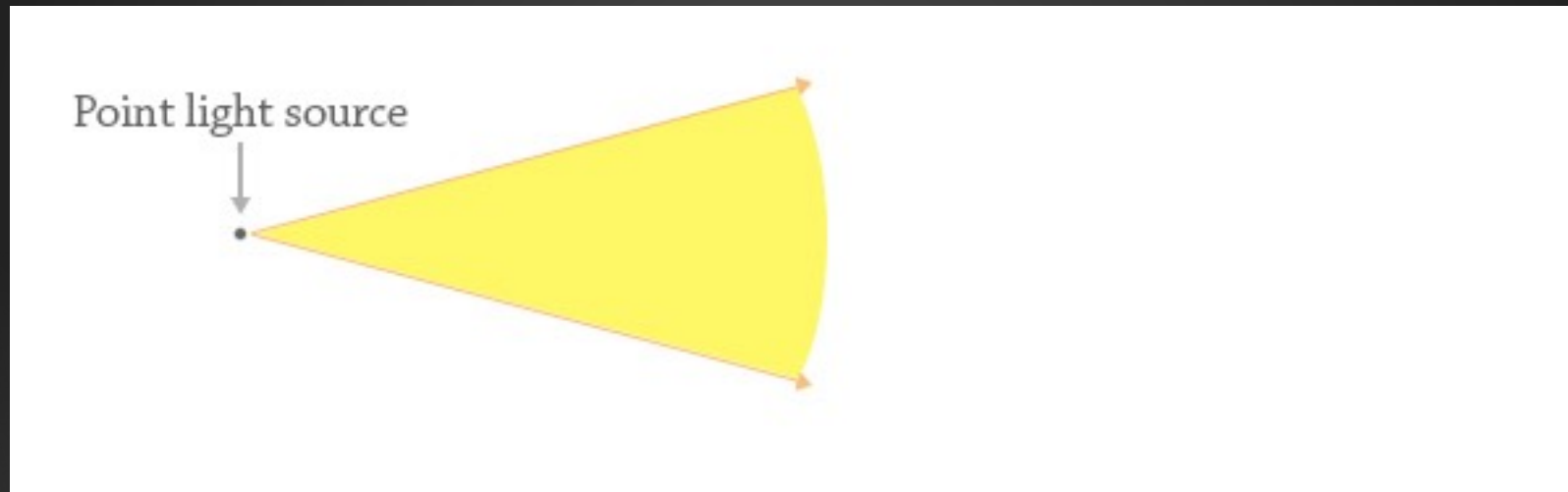
Ambient Light



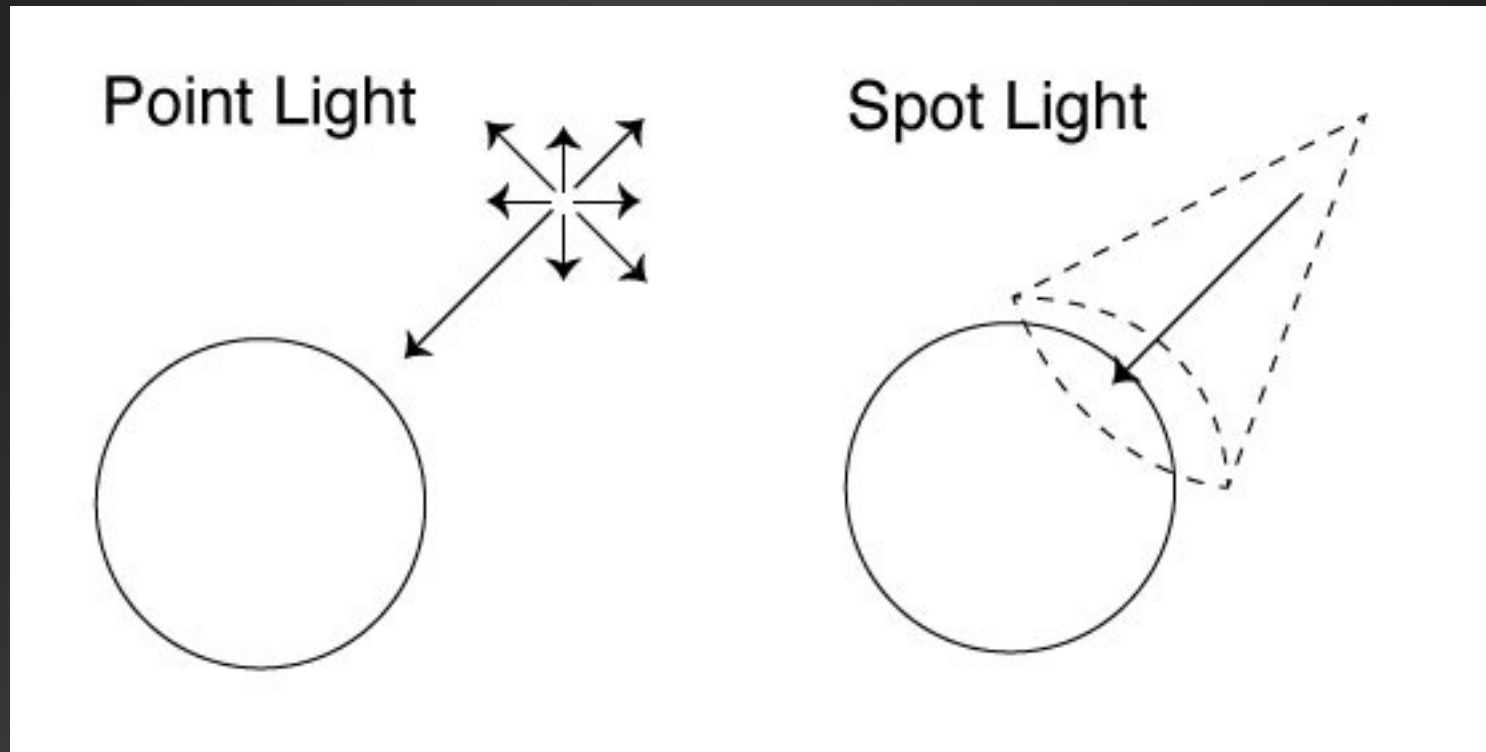
Directional Light



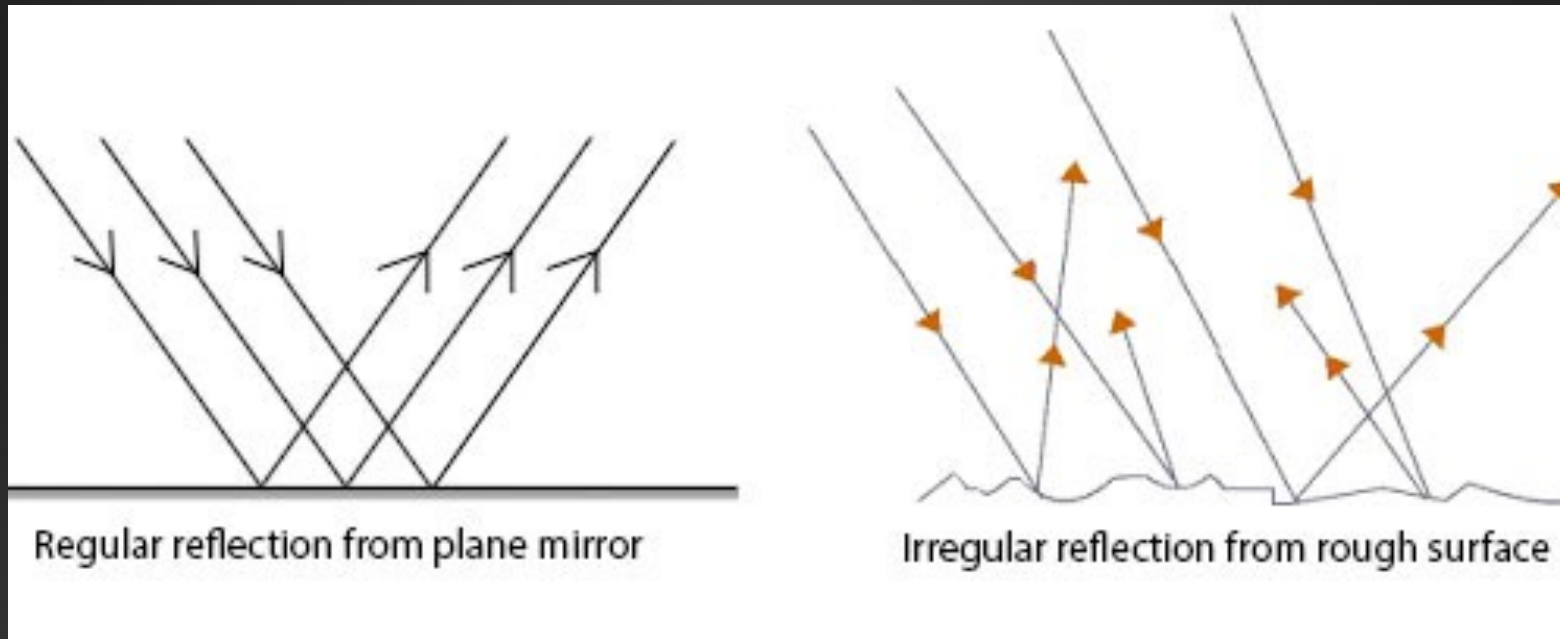
POINT SOURCE LIGHT



POINT LIGHT AND SPOT LIGHT

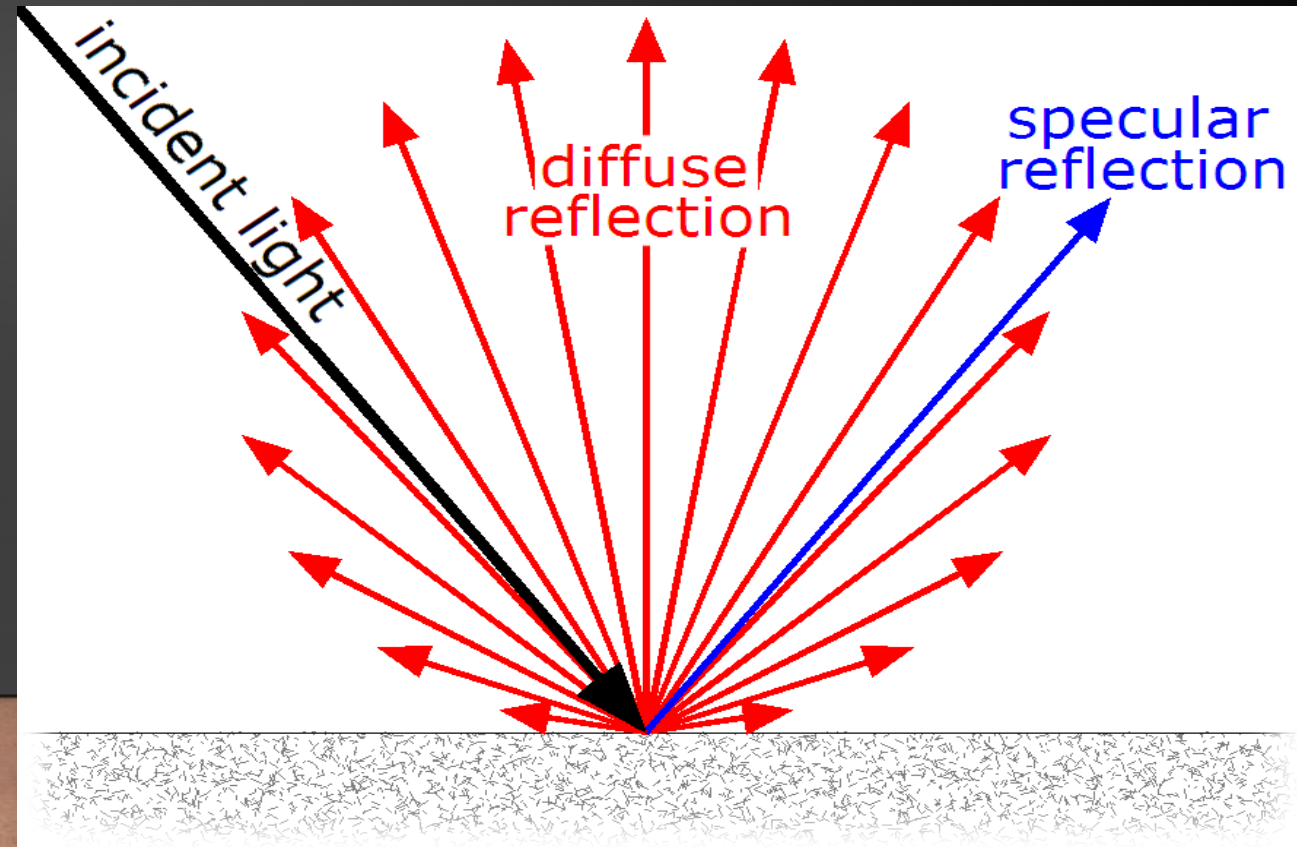
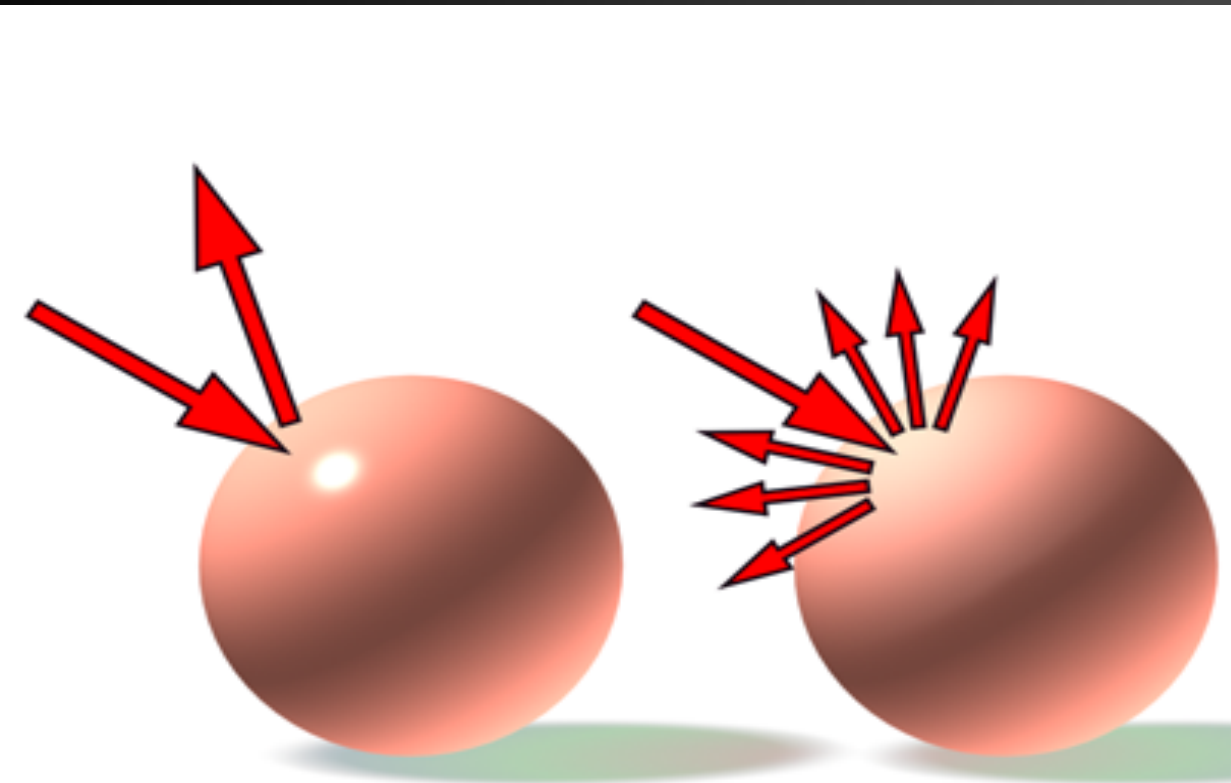


LIGHT REFLECTIONS



REFLECTIVE LIGHTING EFFECTS

- Diffuse reflection
- Specular reflection



FLAT SHADING



GOURAUD SHADING

PHONG SHADING

