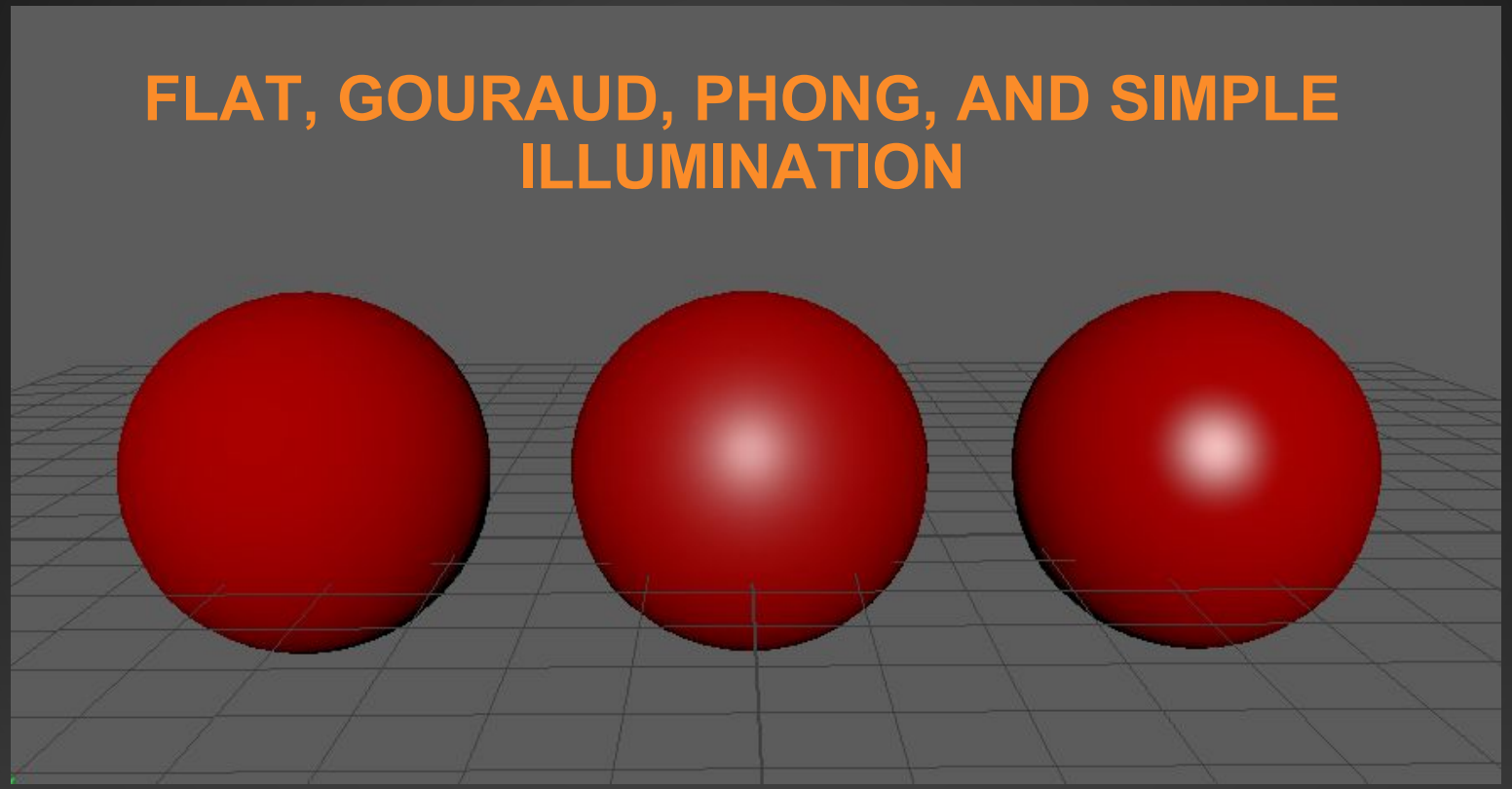
SHADING MODELS:



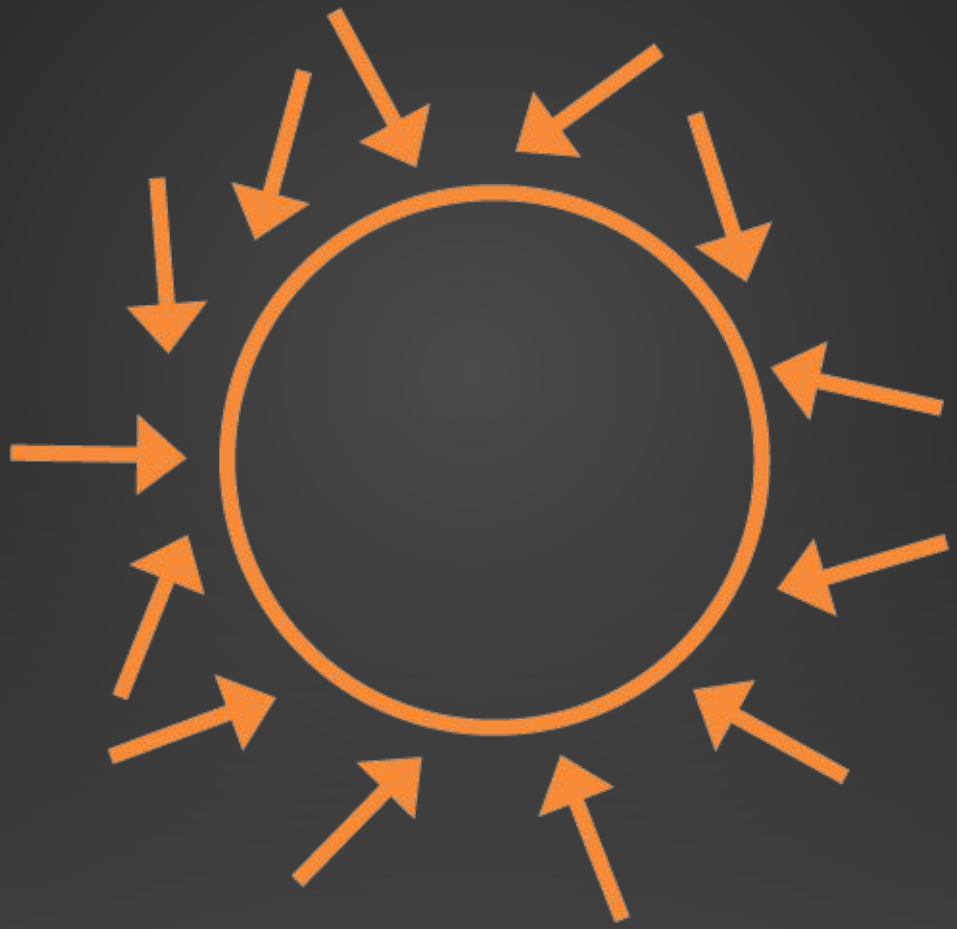
OVERVIEW

- Light Sources
- Light Reflection Models
- Shading Models

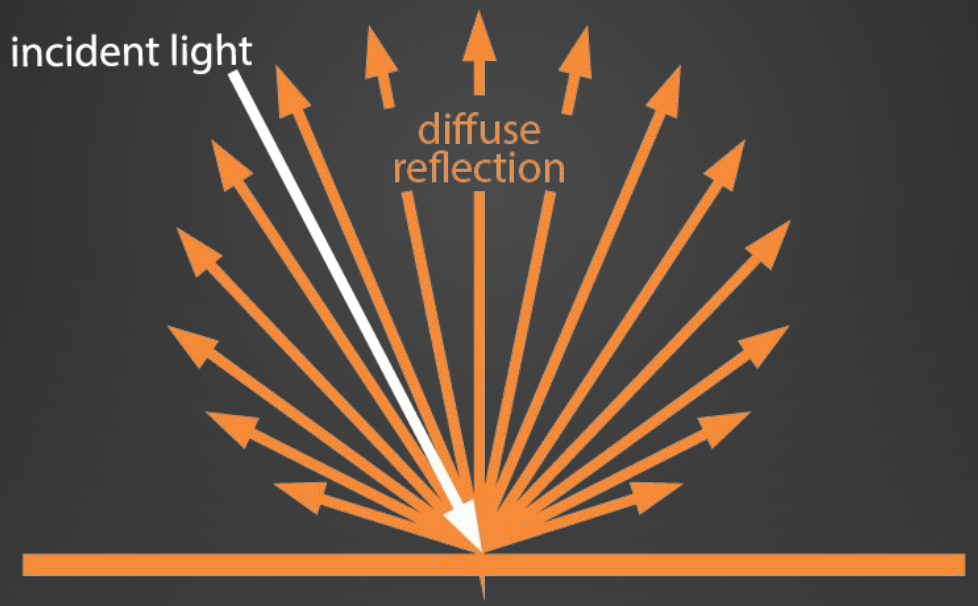
Light Behavior in Real Life

LIGHT REFLECTION MODELS

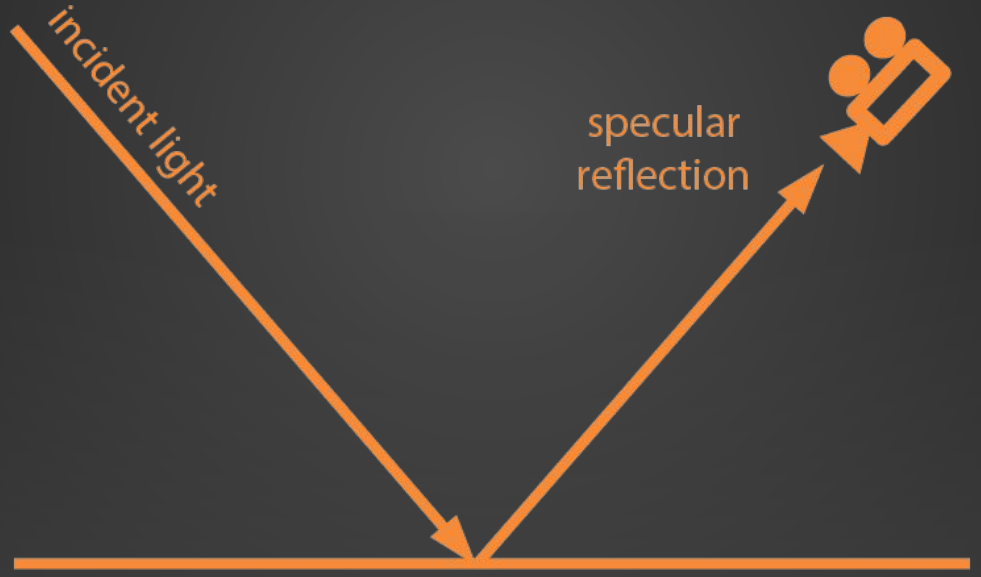
Ambient Light



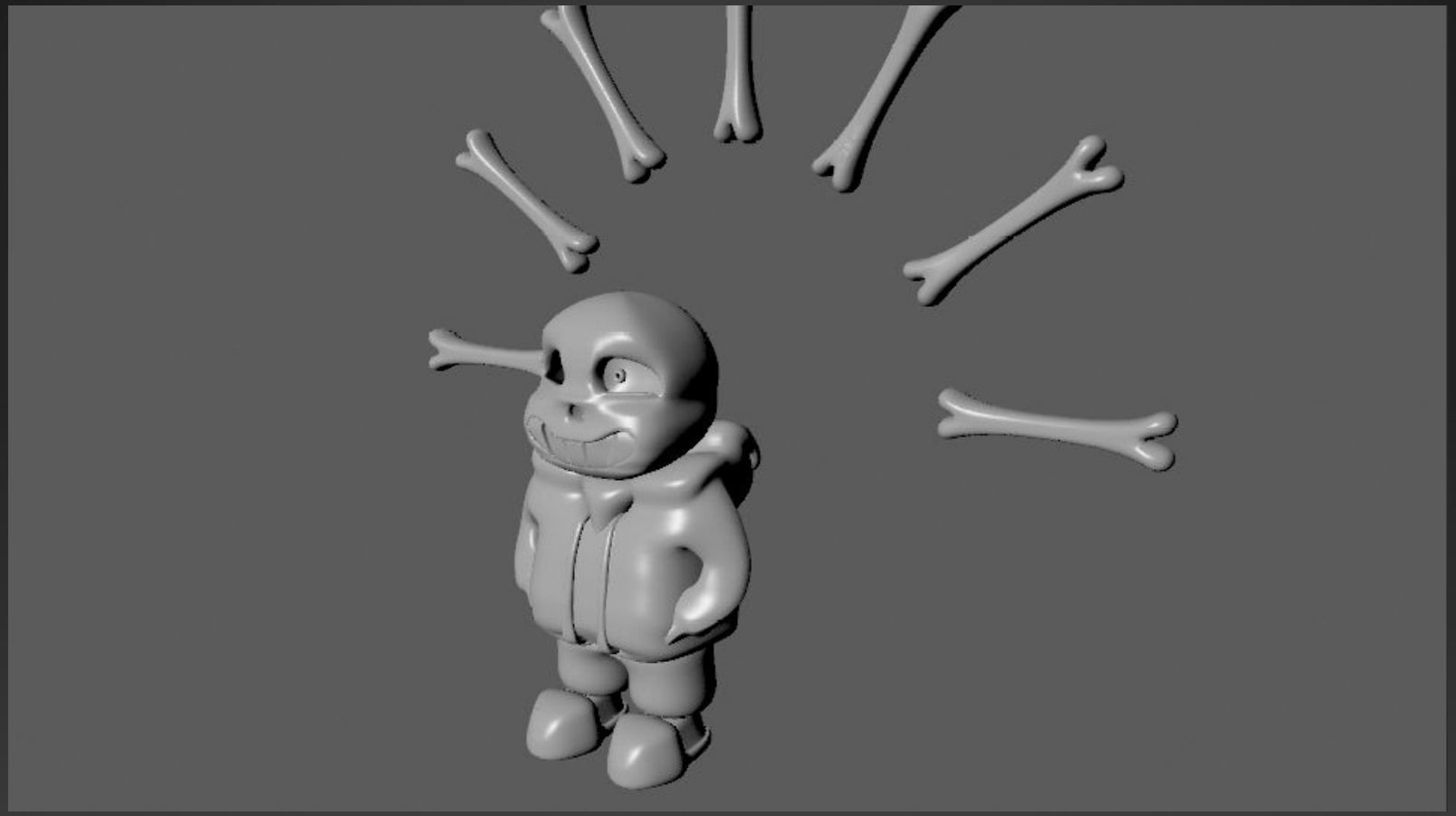
Diffuse Reflection



Specular Reflection

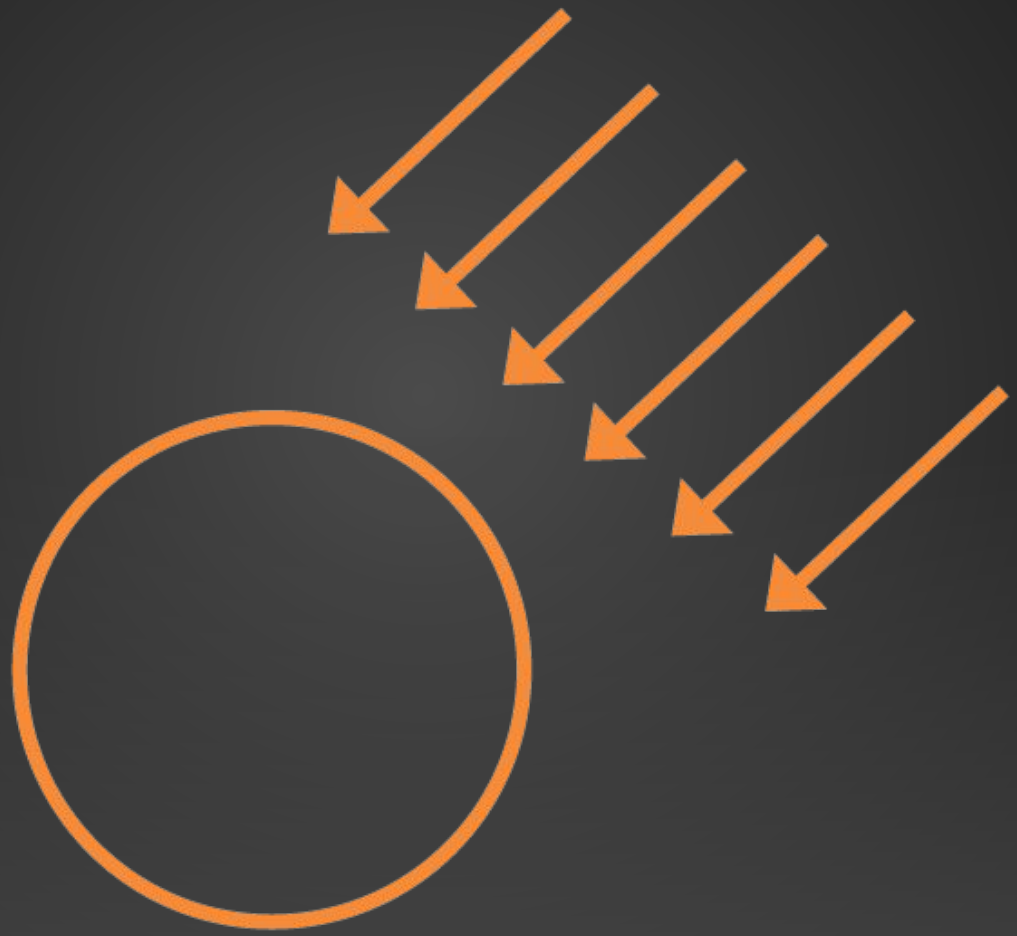


Ambient + Diffuse + Specular

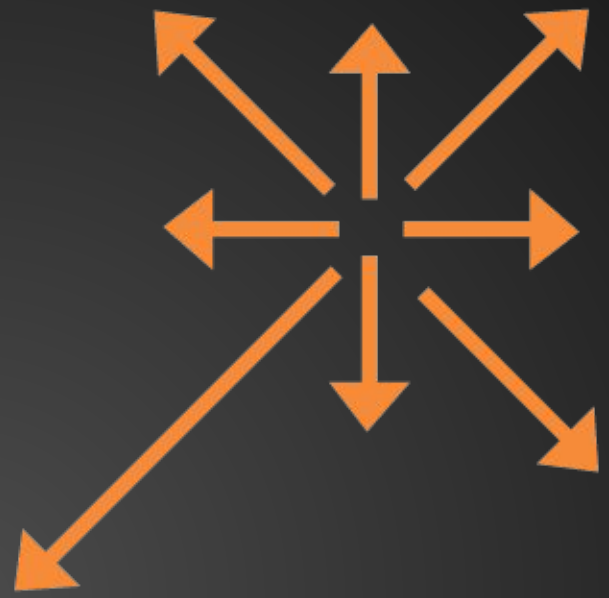


LIGHT SOURCES IN GRAPHICS

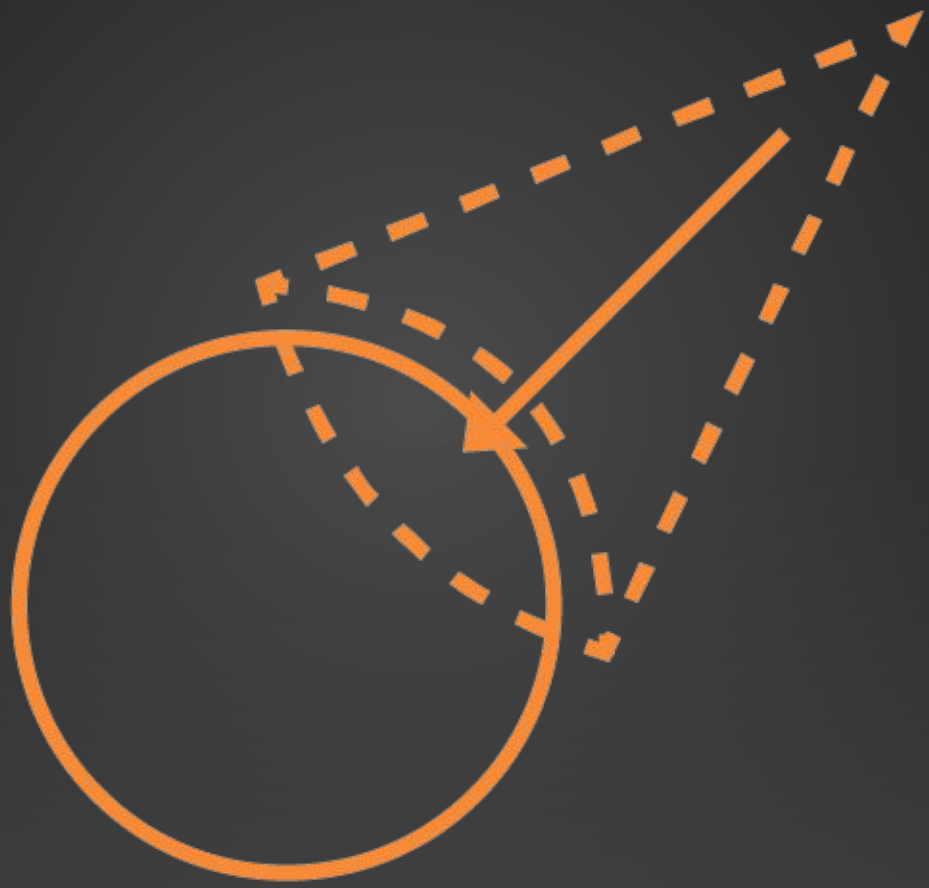
Directional Light



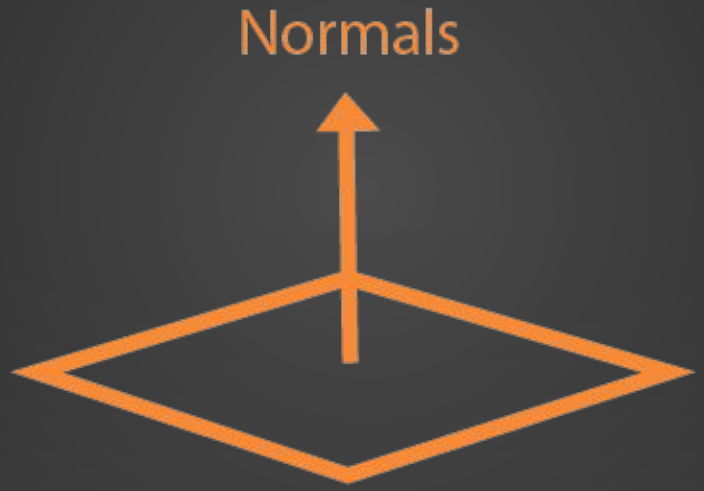
Point Light



Spot Light

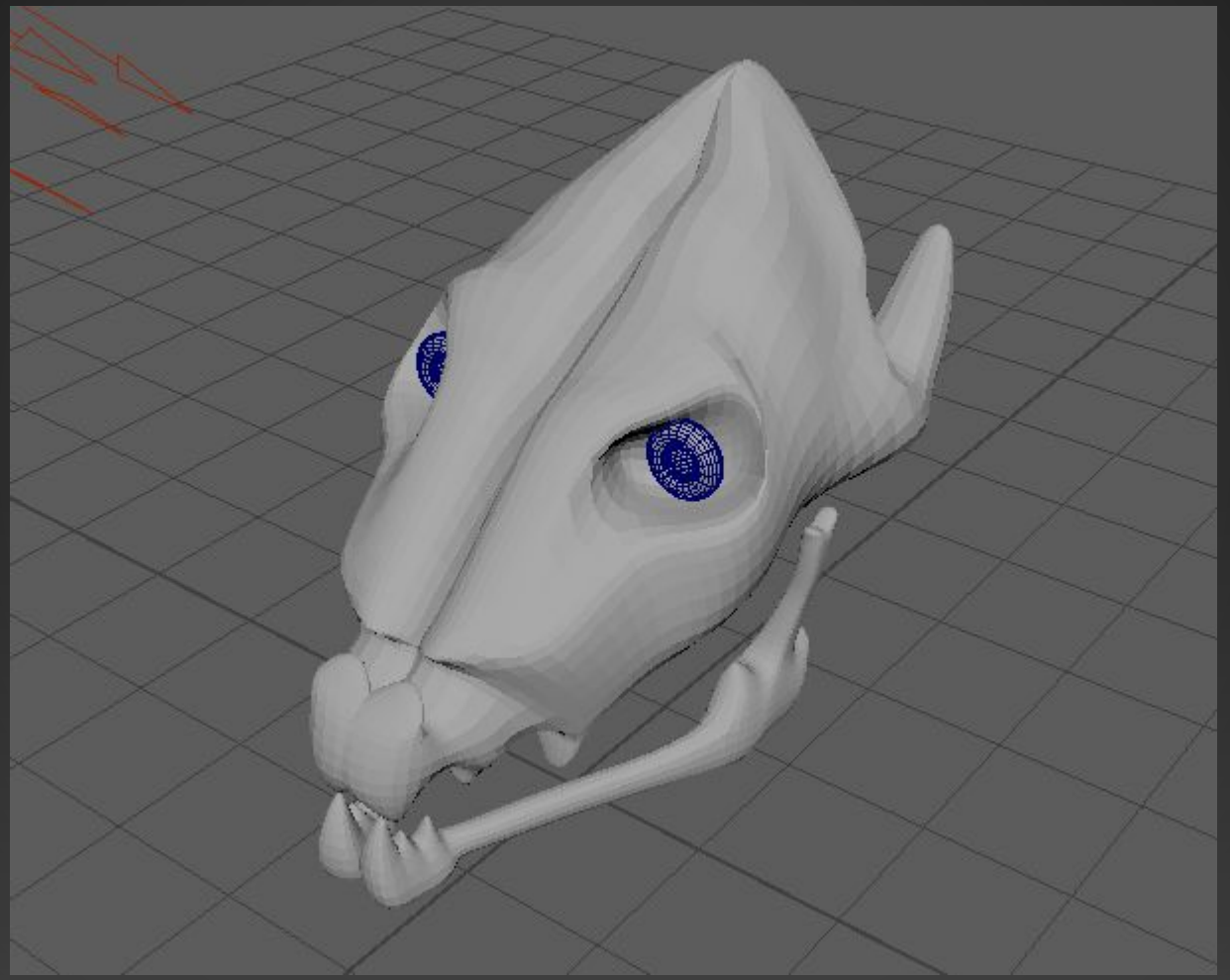


NORMAL VECTORS

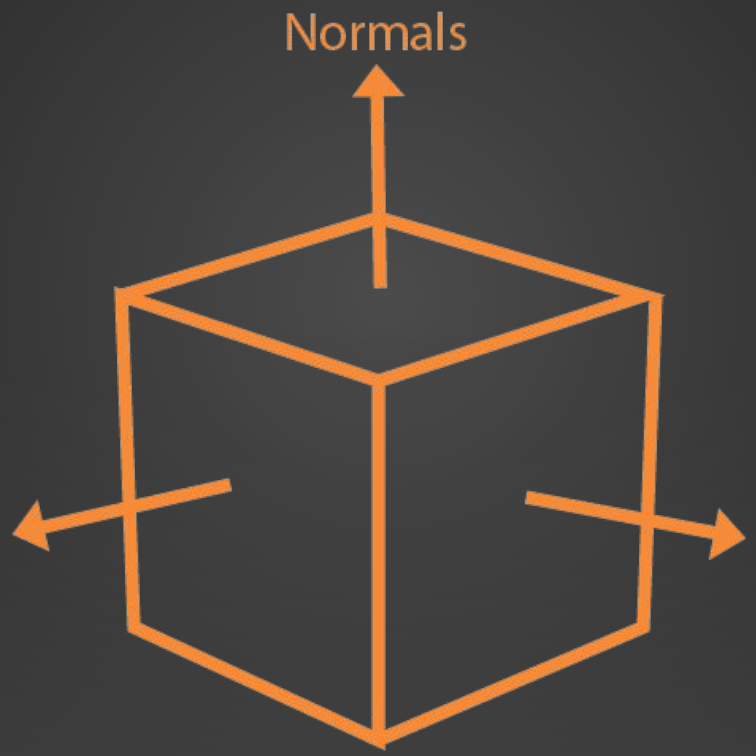


SHADING MODELS IN GRAPHICS

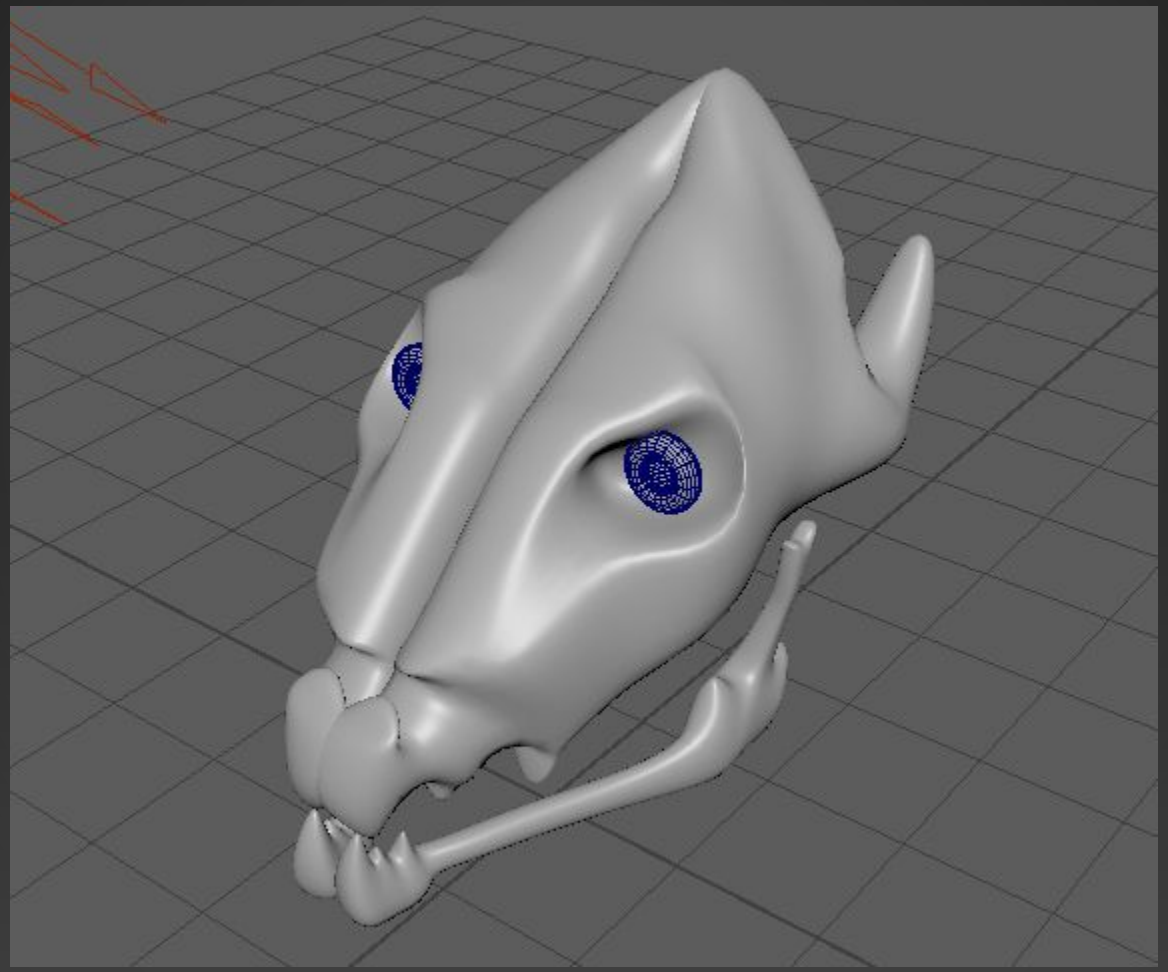
FLAT SHADING



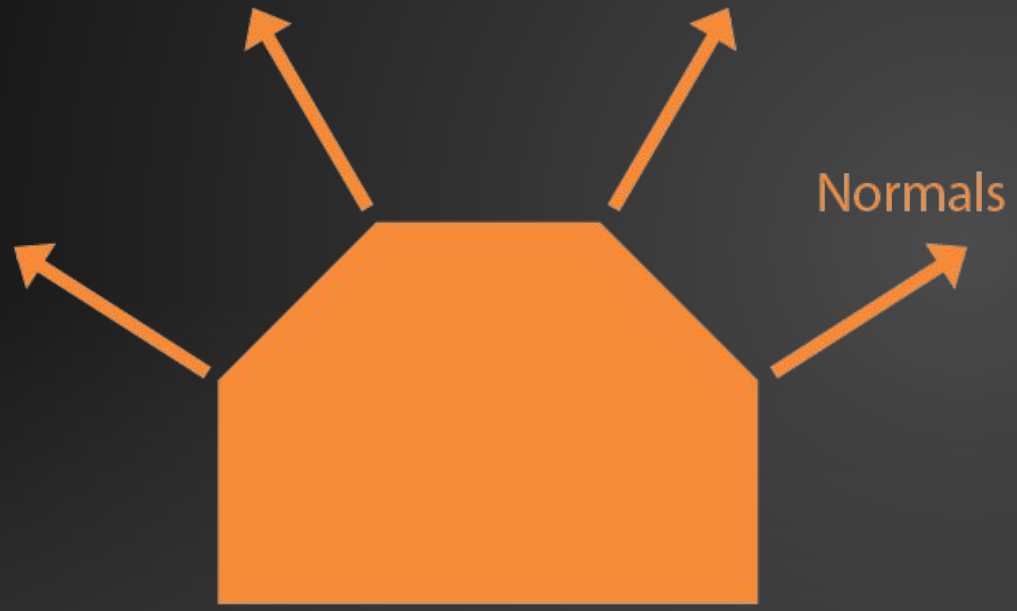
Flat Shading

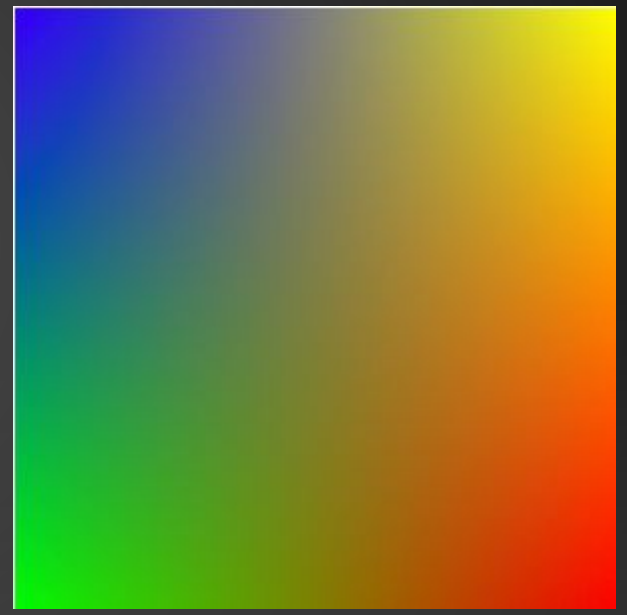


GOURAUD SHADING

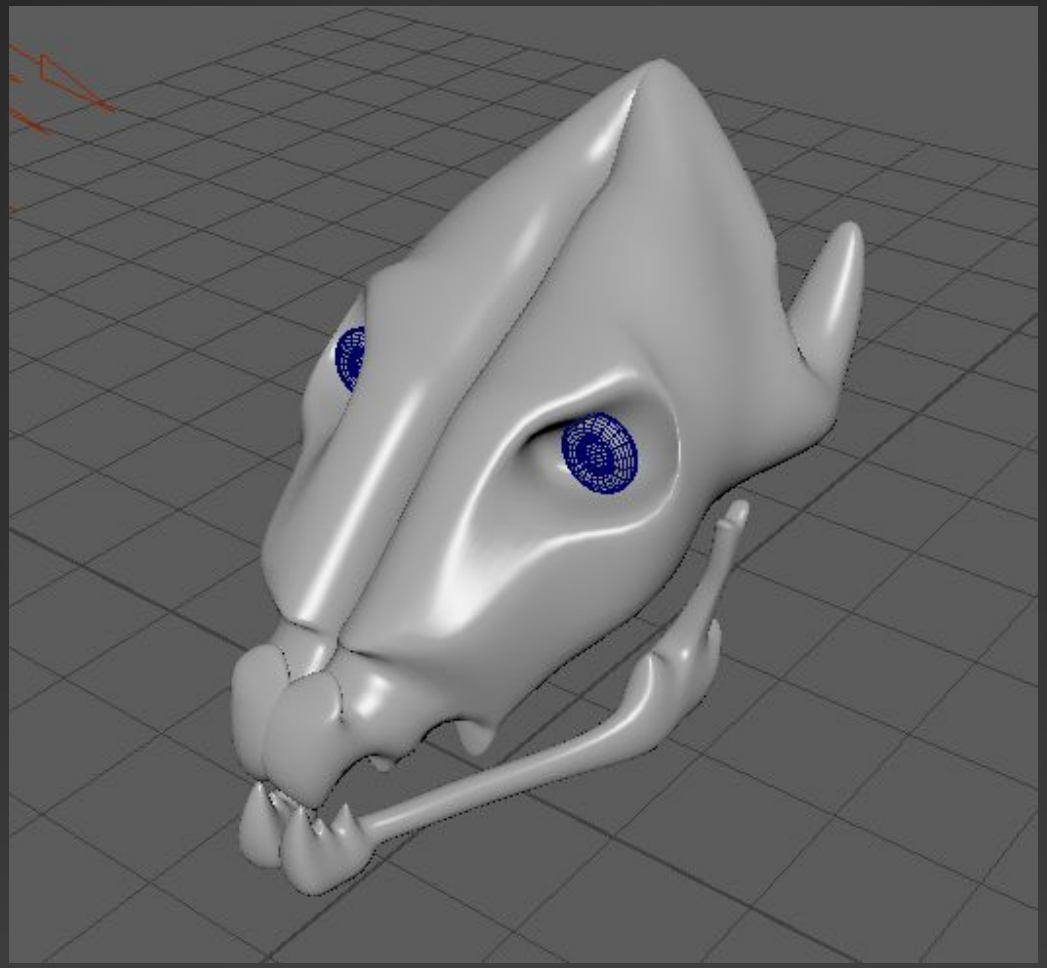


Gouraud Shading





PHONG SHADING

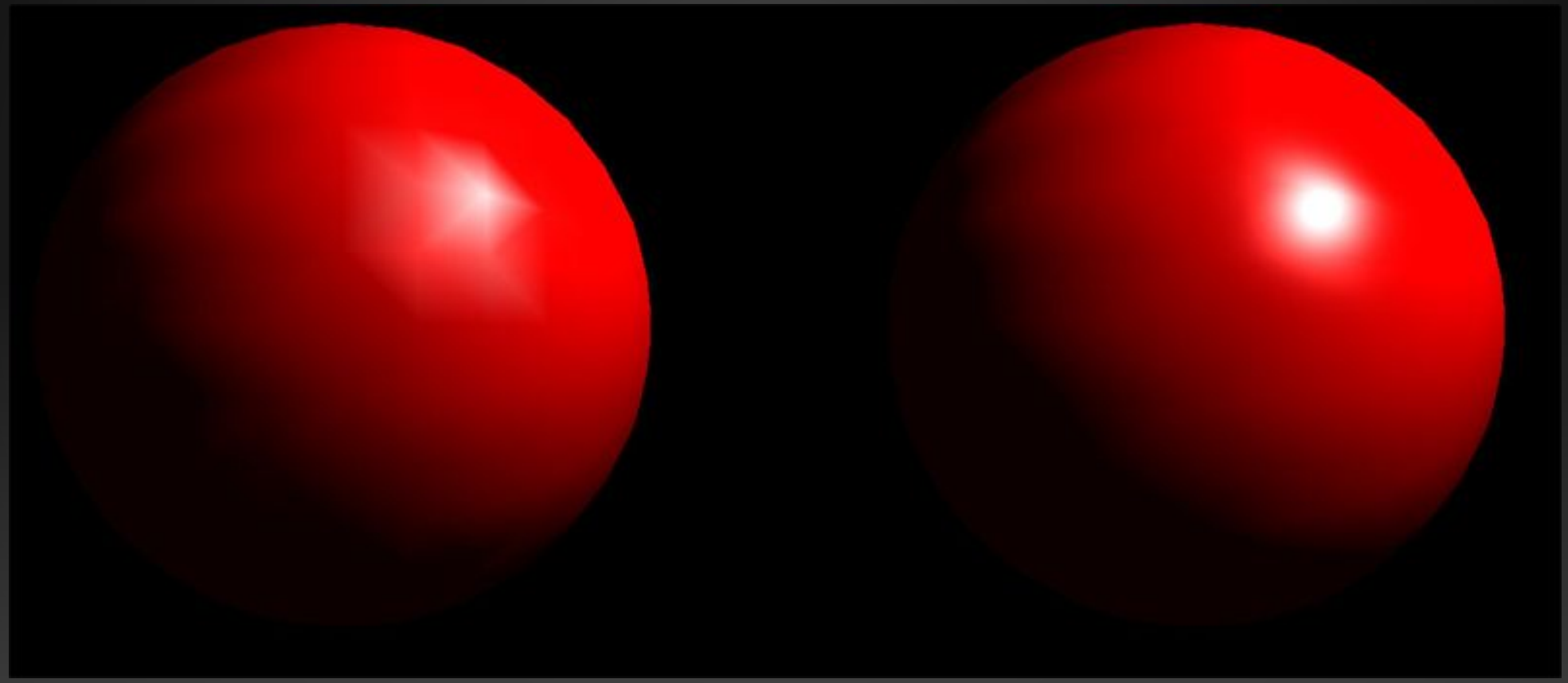


Phong Shading

(per-pixel lighting)

Vertex normals are interpolated across the face for each pixel

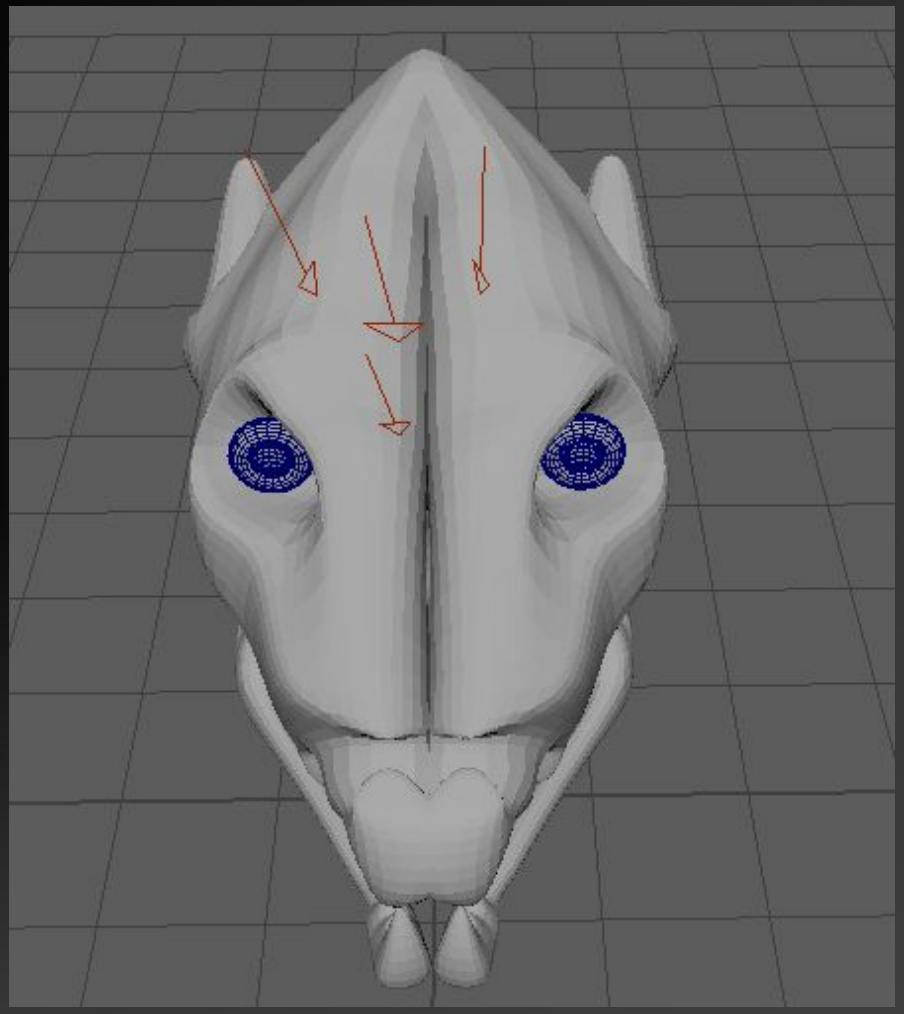
Gouraud Vs. Phong

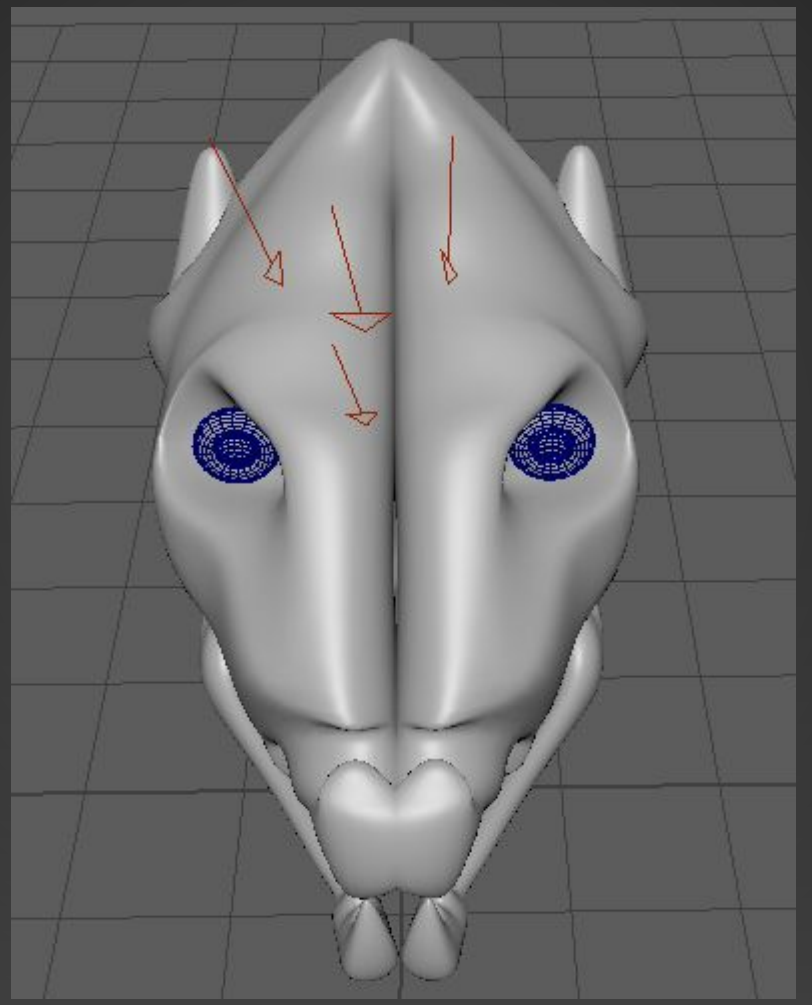


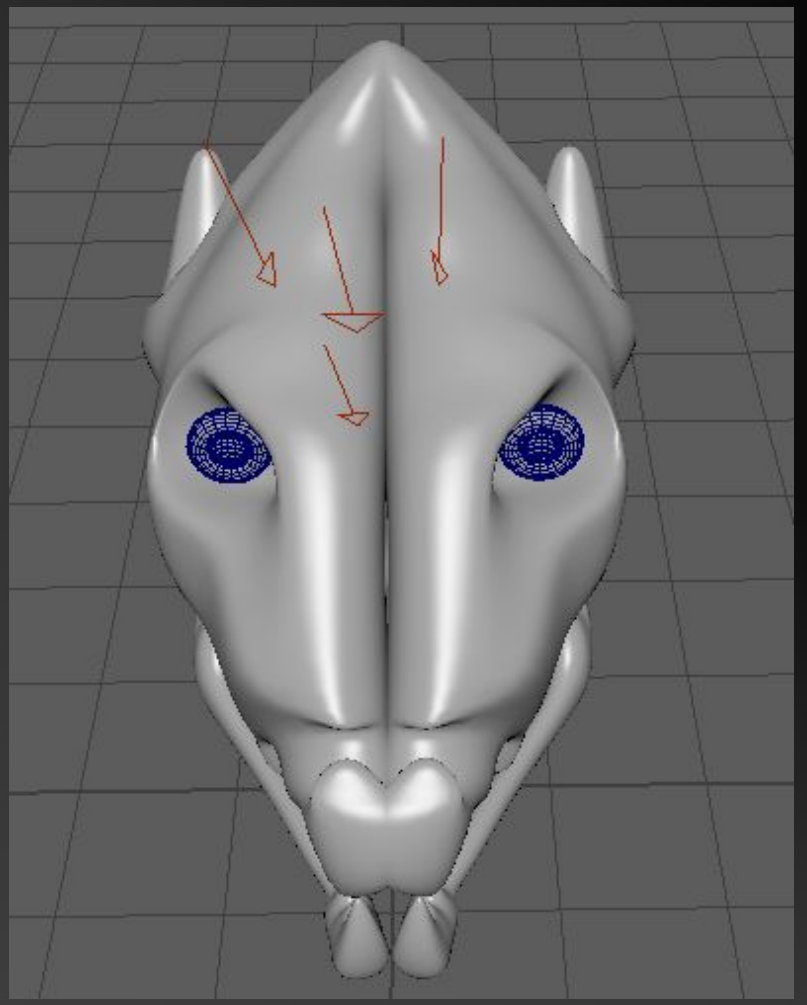
FLAT

GOURAUD

PHONG







What We Covered

- Light Sources
- Lighting Models
- Shading Models

QUESTIONS?