Calla Corder Assignment 6 Report

How to Build: make
How to Run: ./cg05 arg1 arg2 arg3 arg4

Key Inputs and Operations

| #	Operation	Detail	Key
1	Move Light	To the left	Q
2	Move Light	To the right	A
3	Move Light	Up	W
4	Move Light	Down	S
5	Move Light	Toward the shape	E
6	Move Light	Away from the shape	D
7	Change Specular Eponent	Increase exponent	R
8	Change Specular Eponent	Decrease exponent	F
9	Diffuse Shading Effects	Toggle	Z
10	Specular Light Effects	Toggle	X
11	Use of Texture as Albedo	Toggle	C

Part A: curve choice - cubic bezier curve
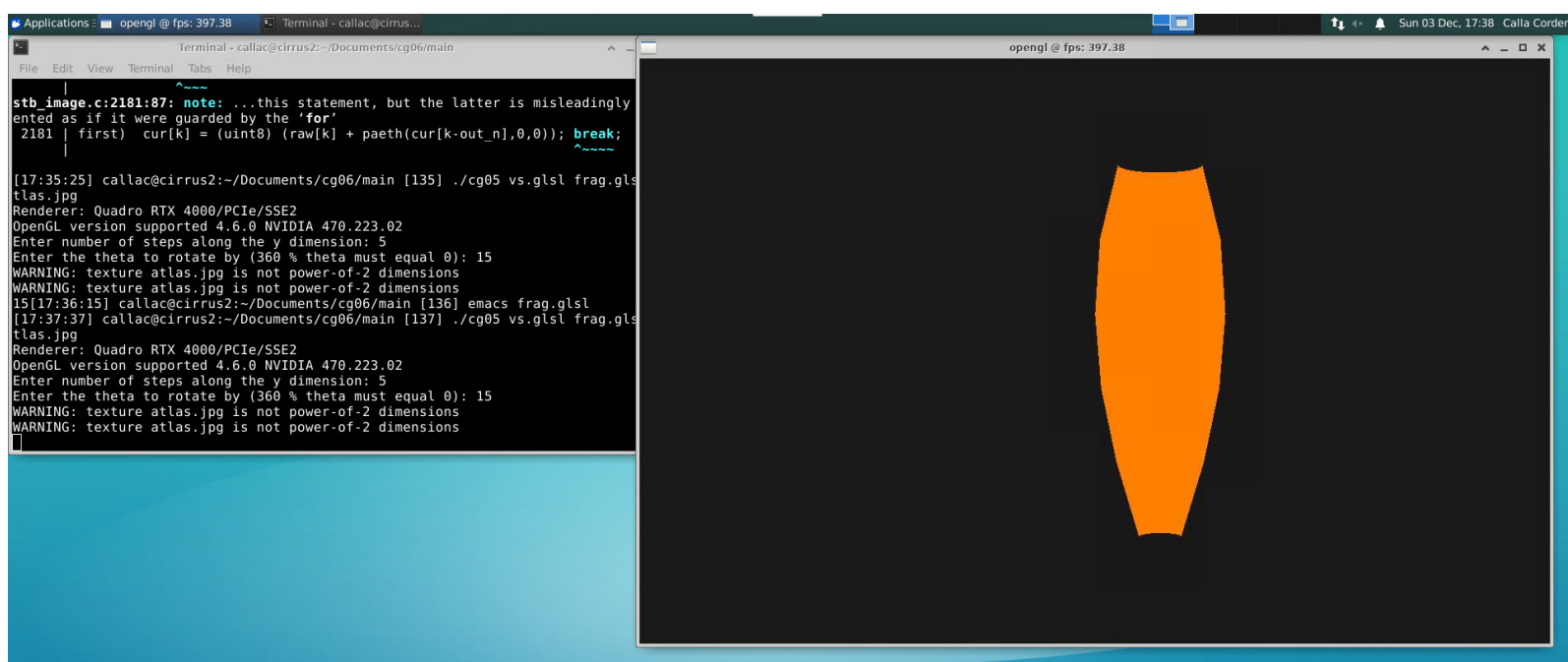
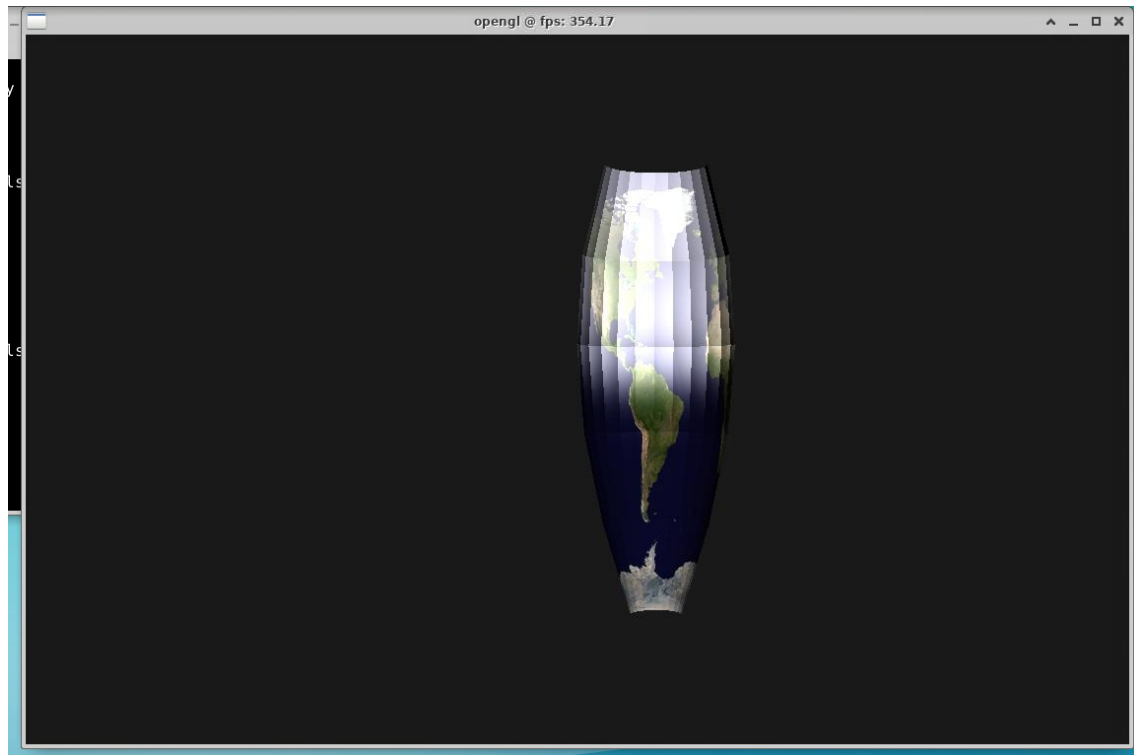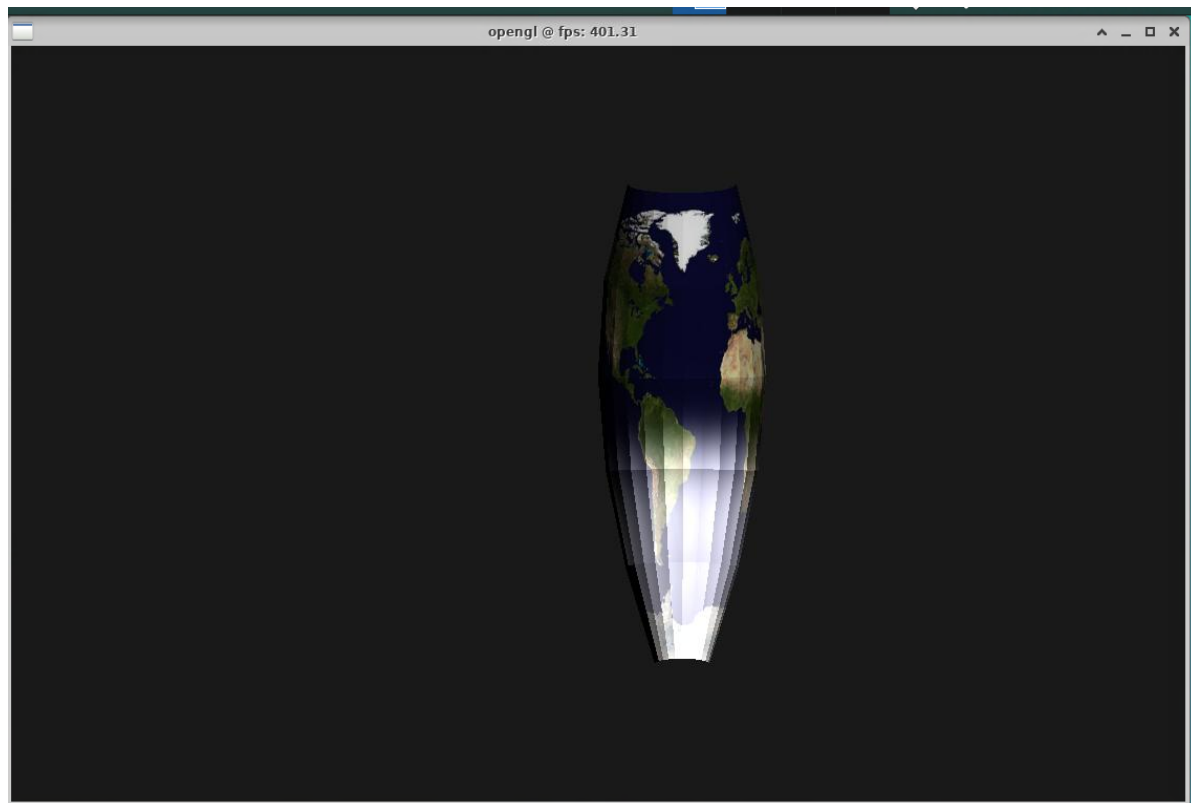## Part B: Blinn-Phong Shading
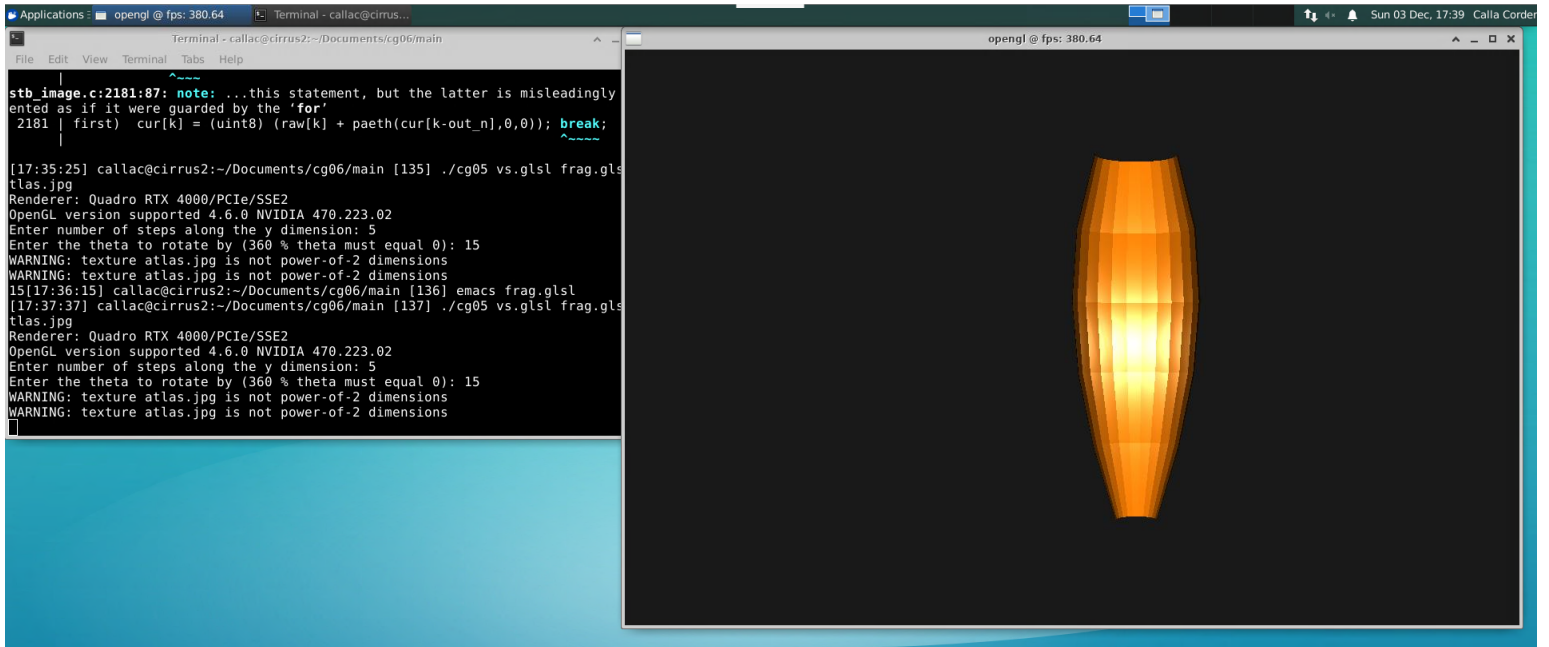
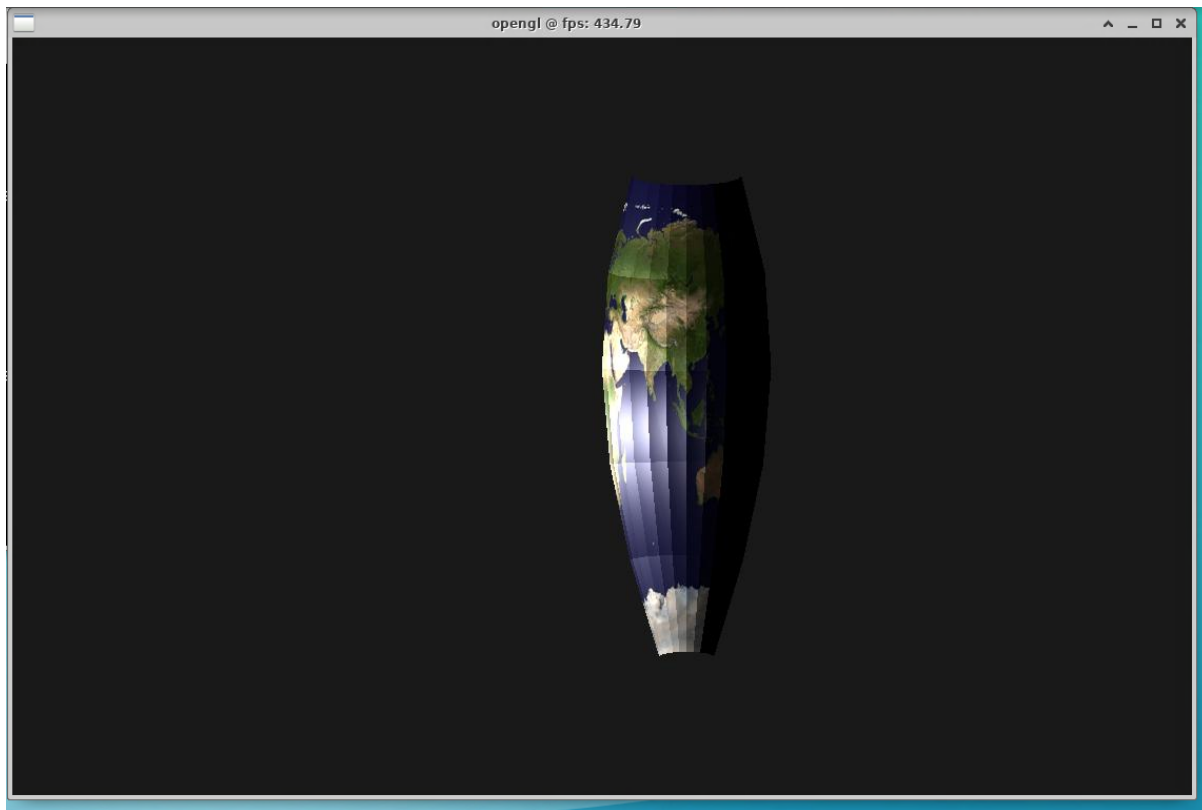## Part C: Using Textures
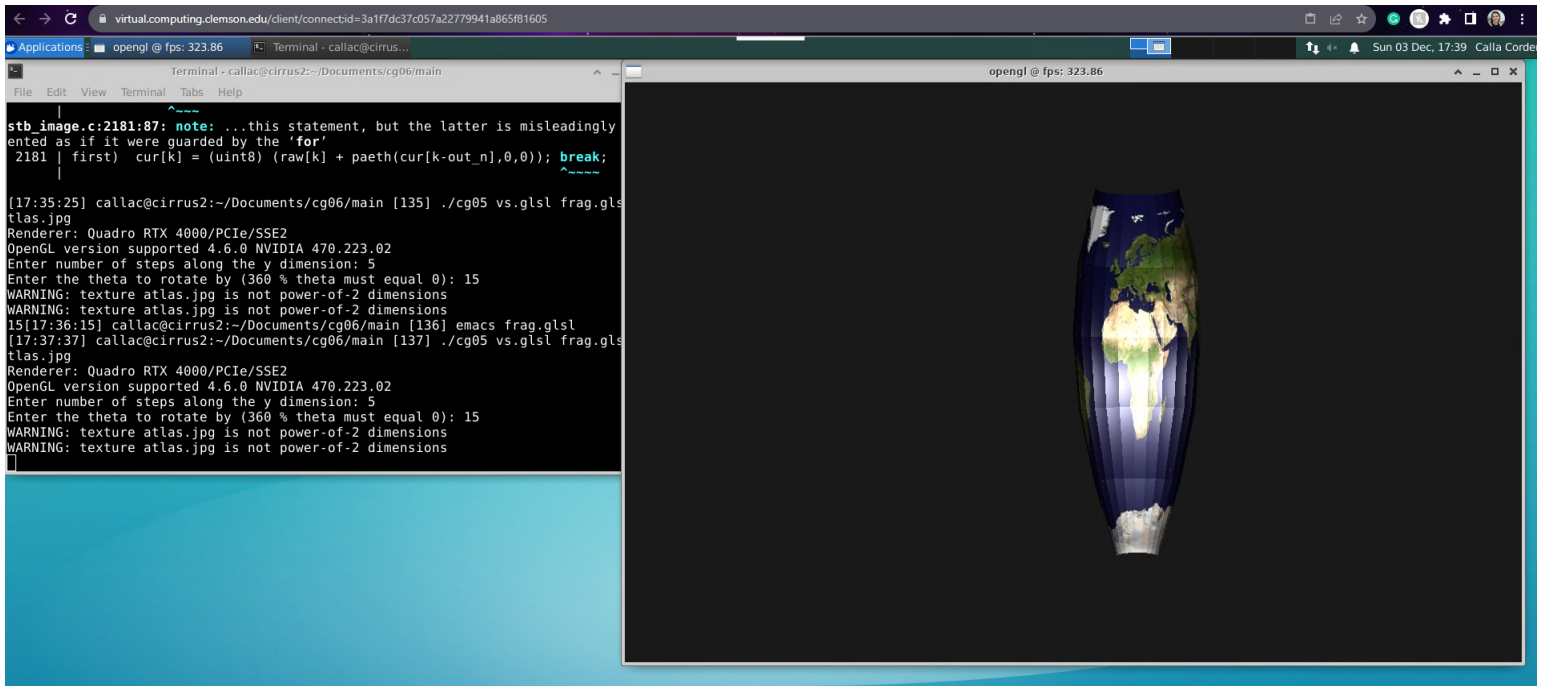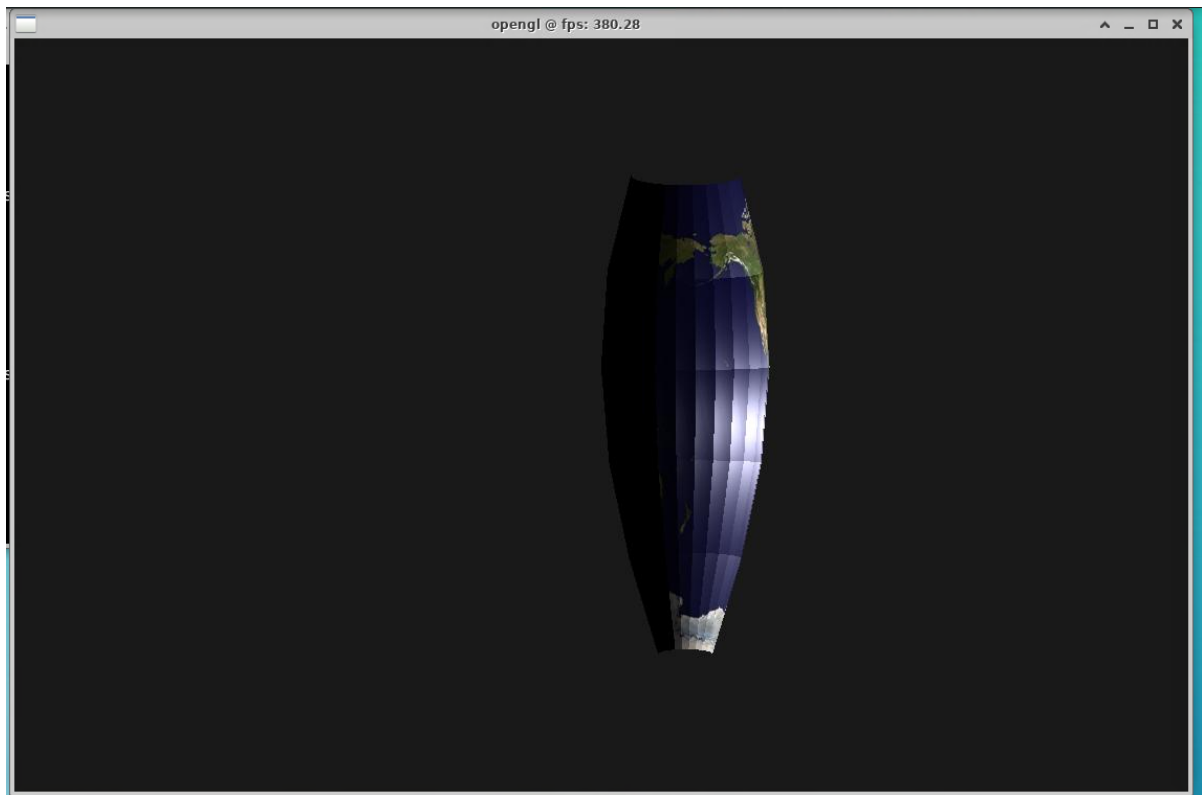
Part D: Interactivity

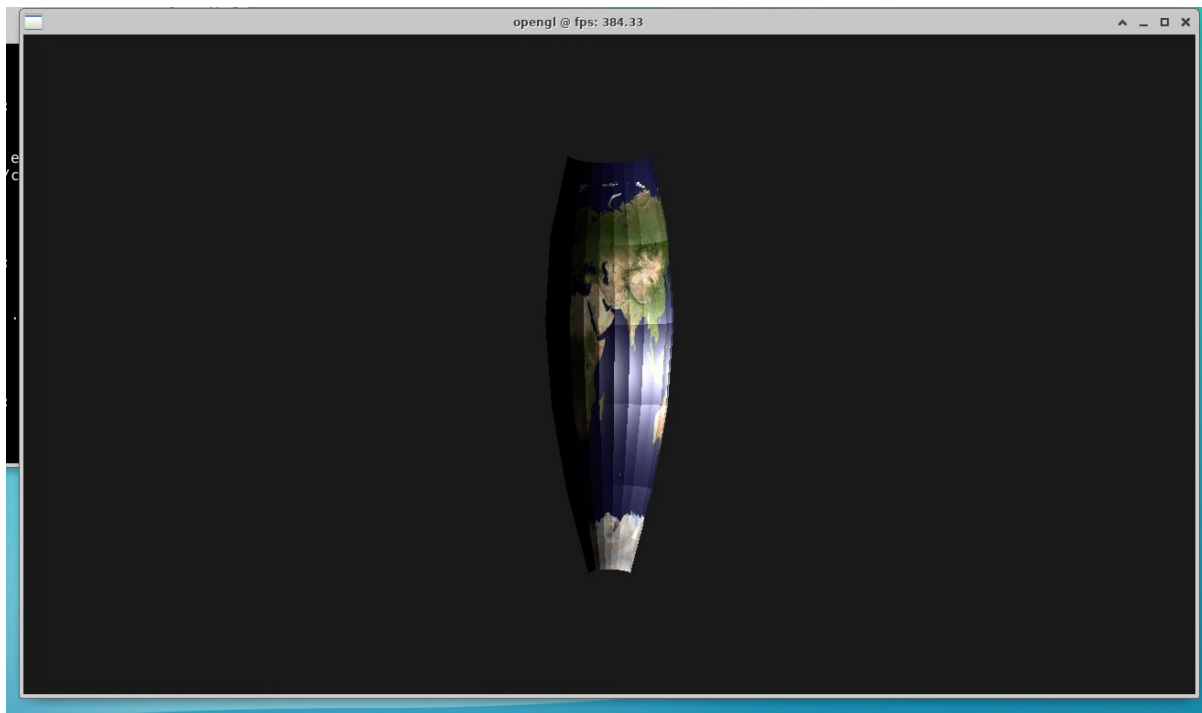## Move Light Up (W)

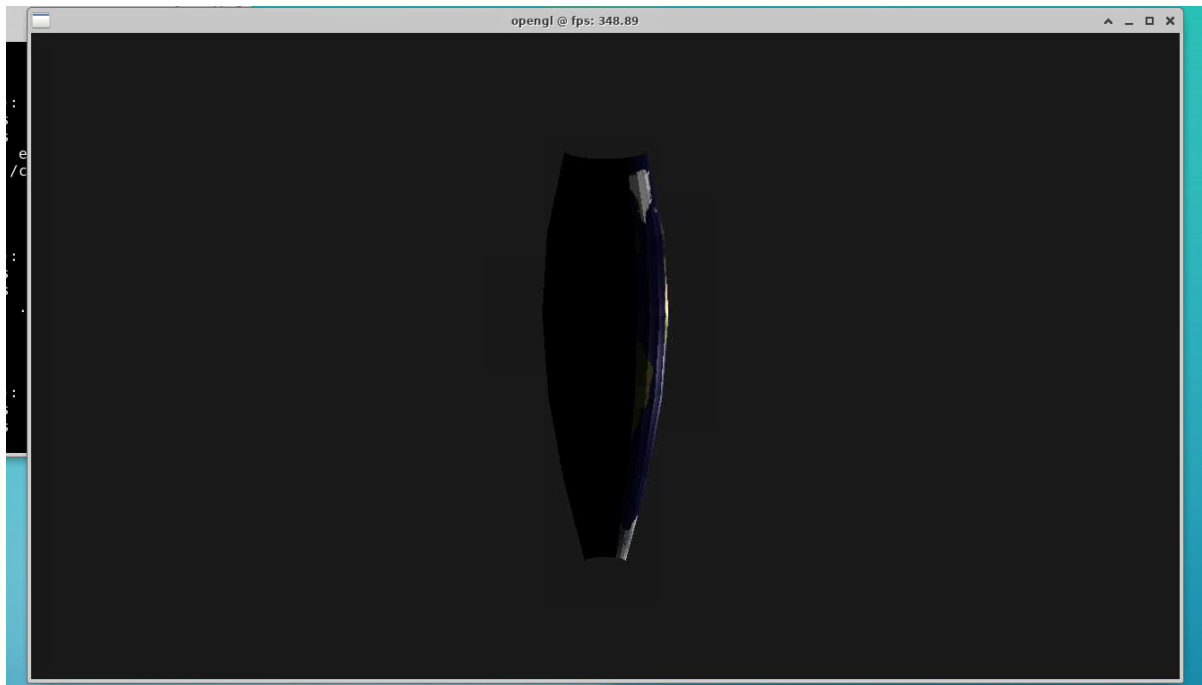## Move Light Down (S)

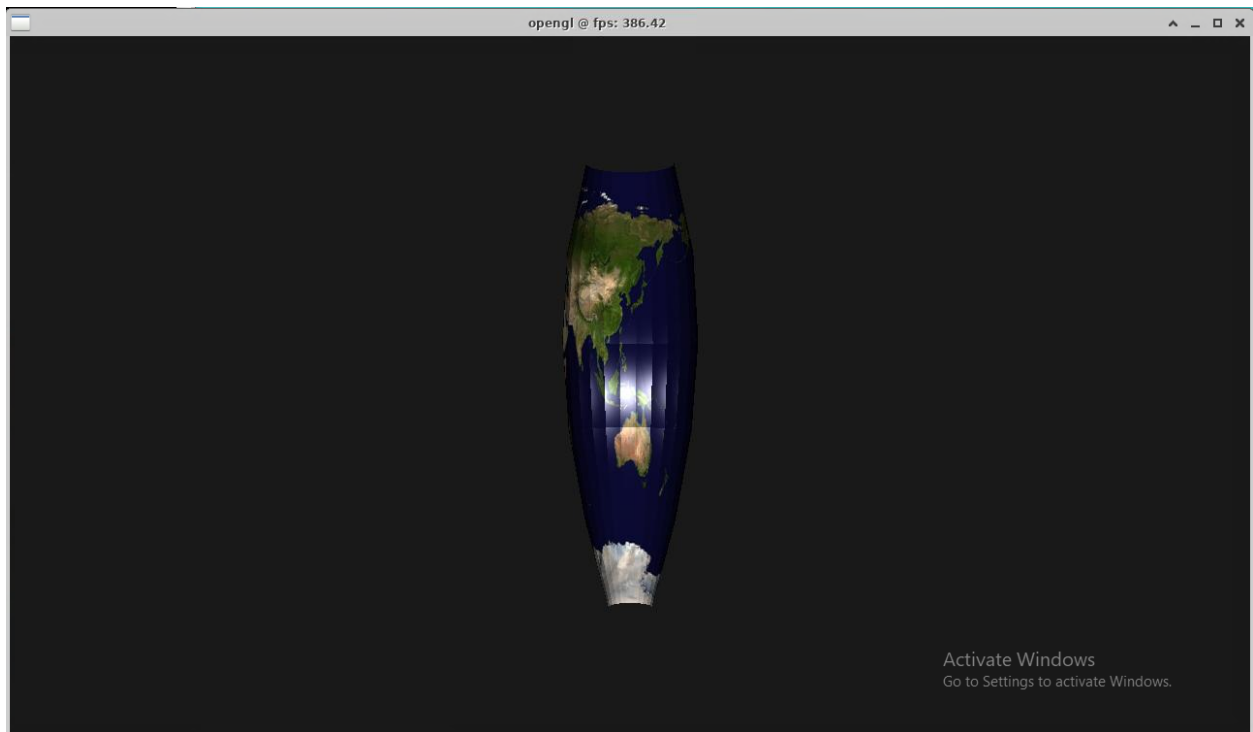## Move Light Left (Q)

Move Light Right (A)
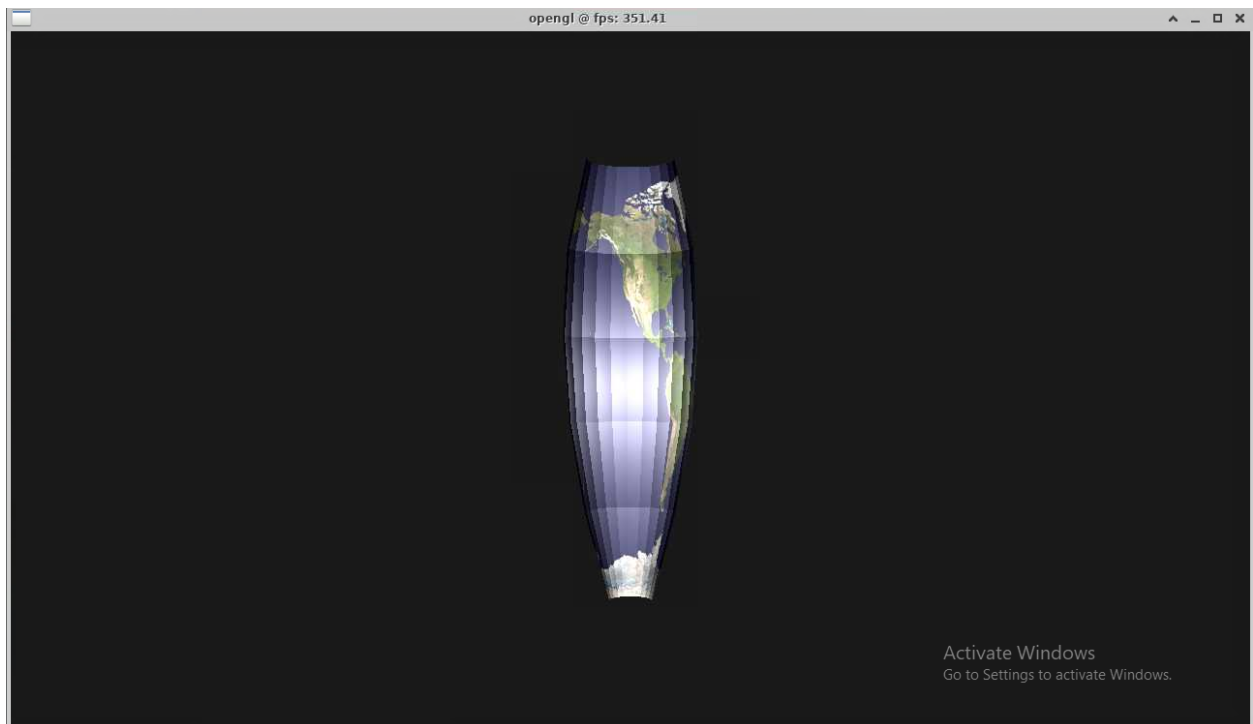
Move Light Towards the Object - z direction (E)
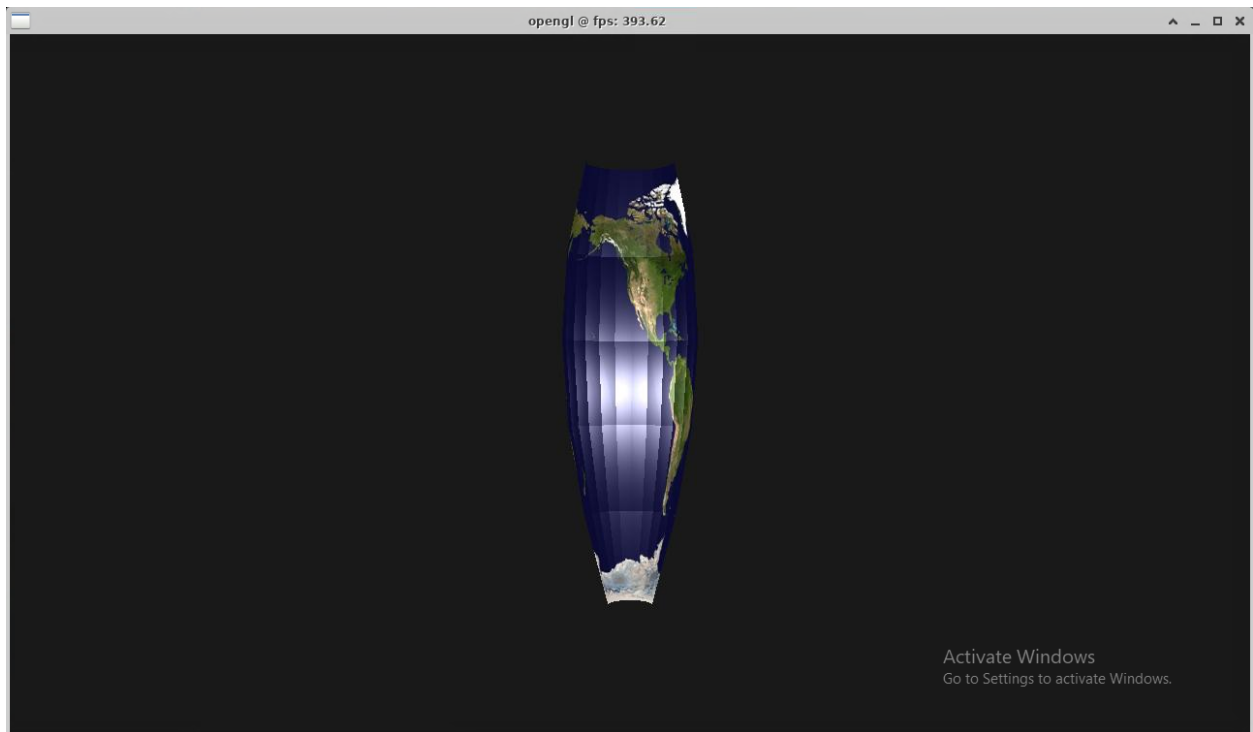

Move Light Away from Object (D)
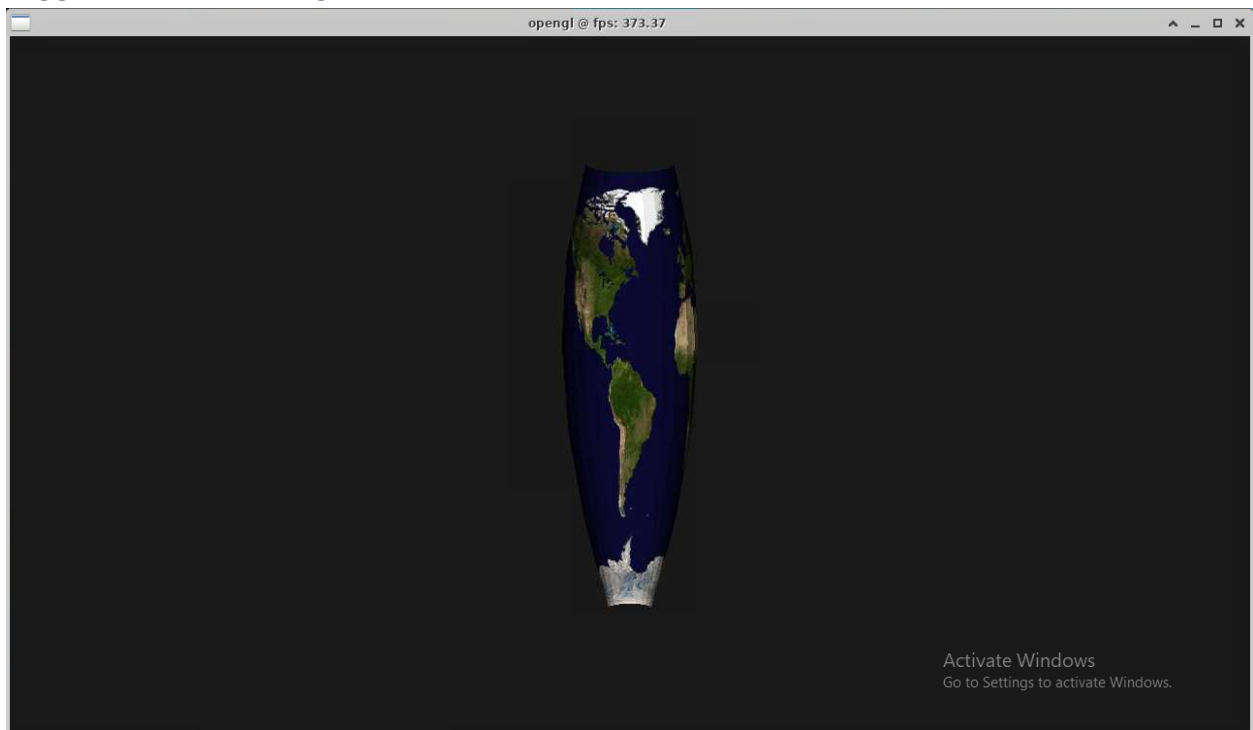
Increase Specular Exponent (R)

Decrease Specular Exponent (F)

Toggle Off Diffuse Shading (Z)

Toggle Off Specular Light (X)

Toggle Off Texture Use for Albedo (C)