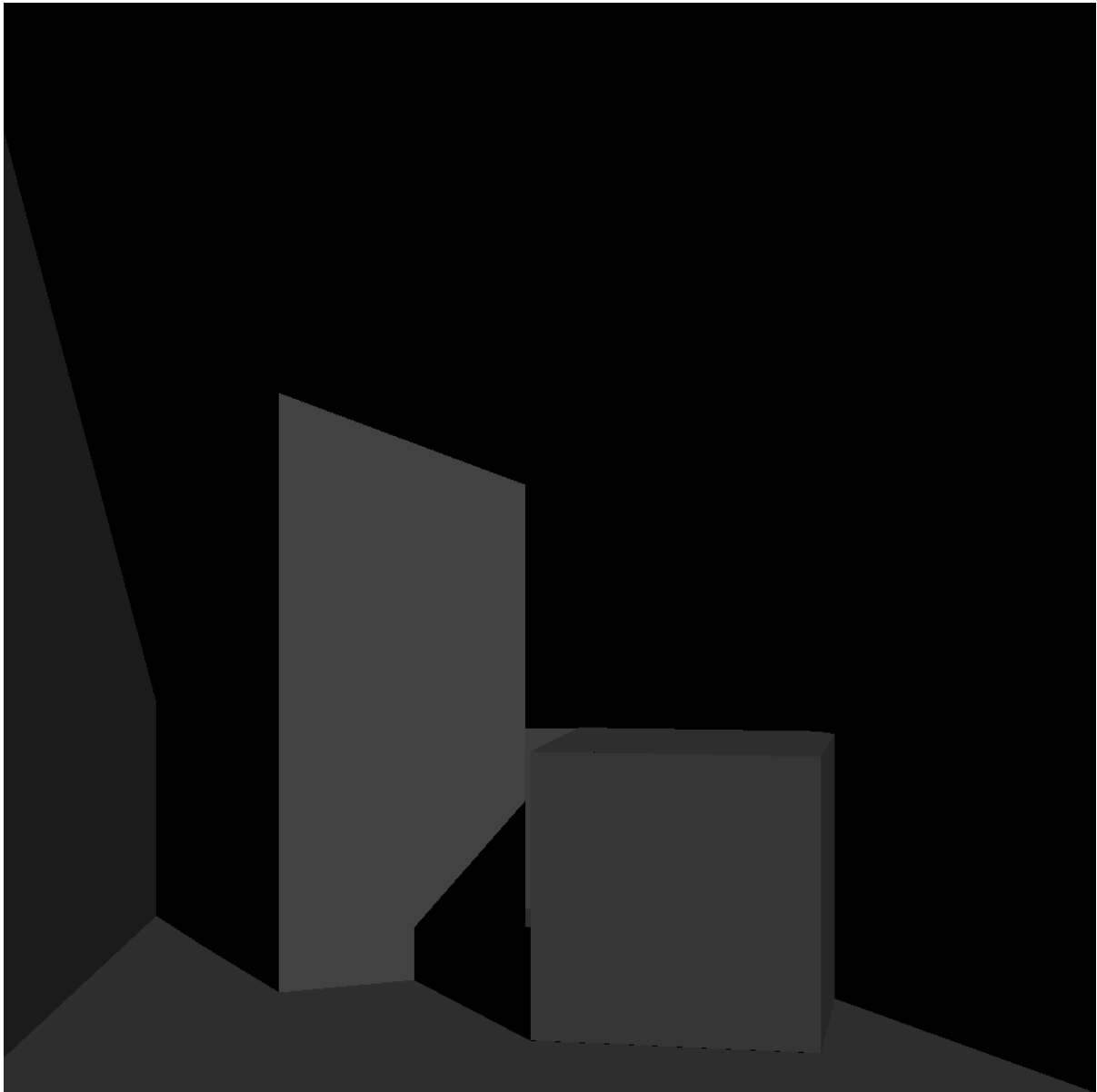


2023121006 ~ PAVAN KARKE

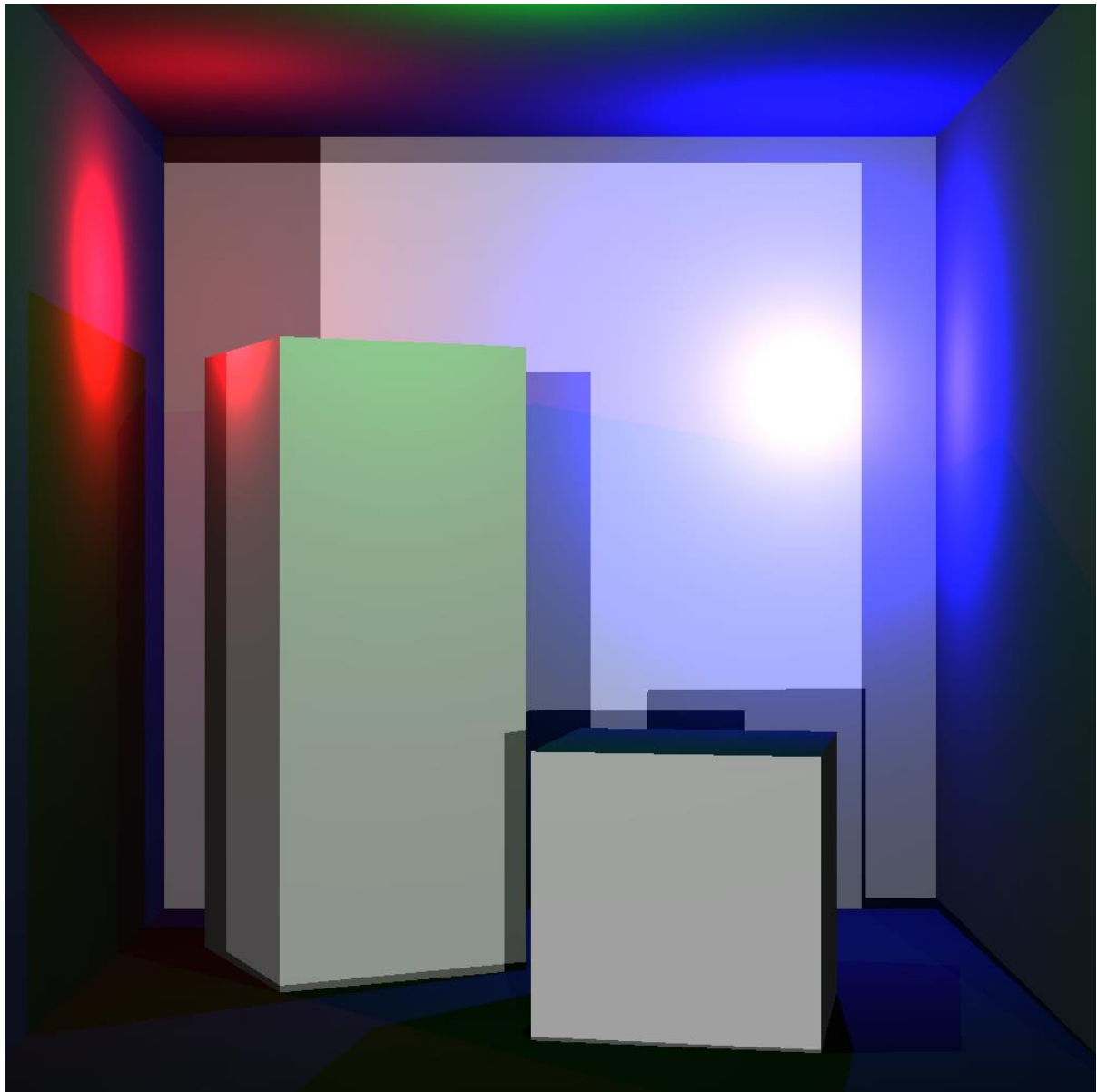
Computer Graphics :Assignment 2

(Run on linux for fast and no segmentation fault in  
myscenecreated)

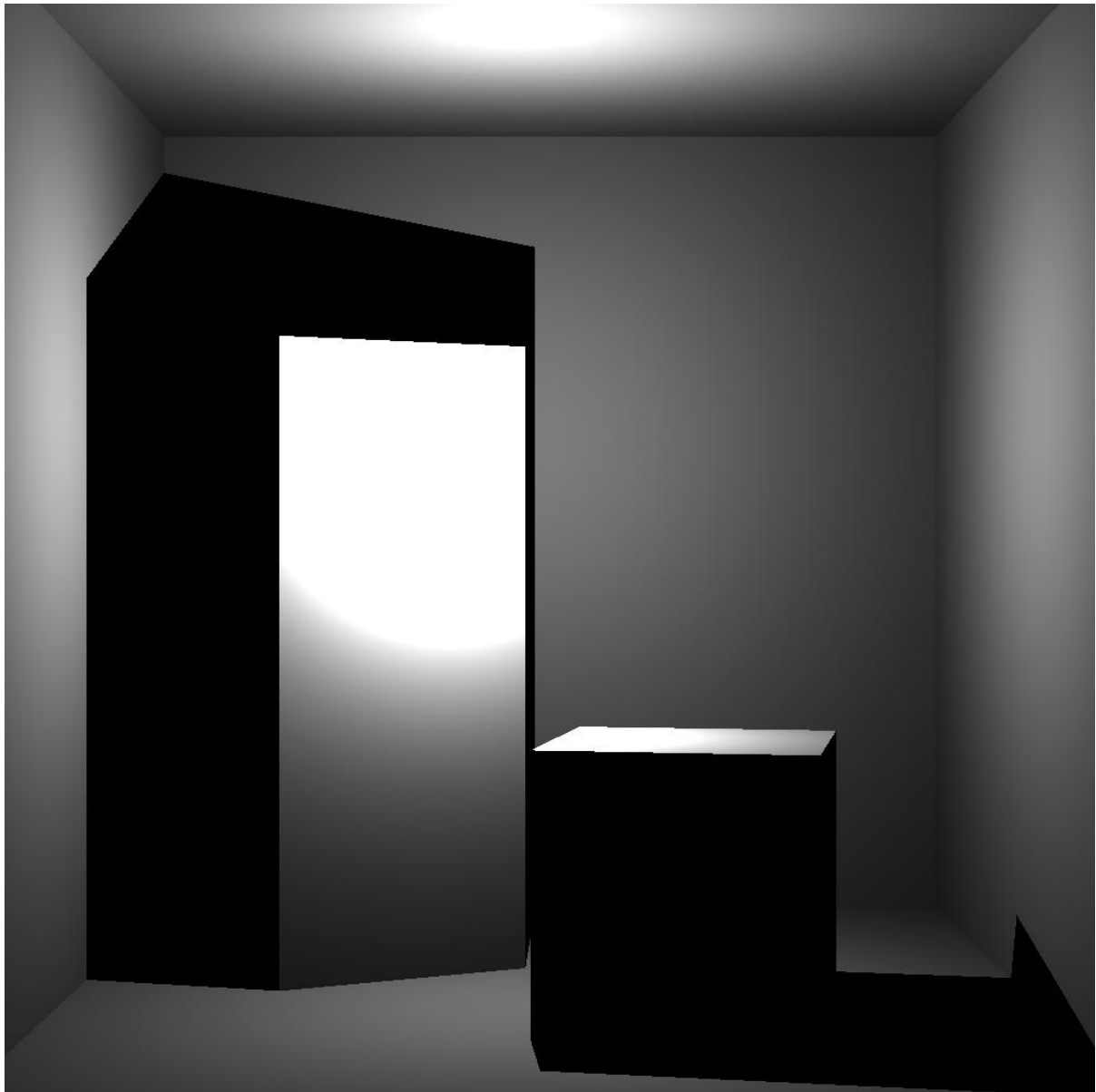
Question 1:



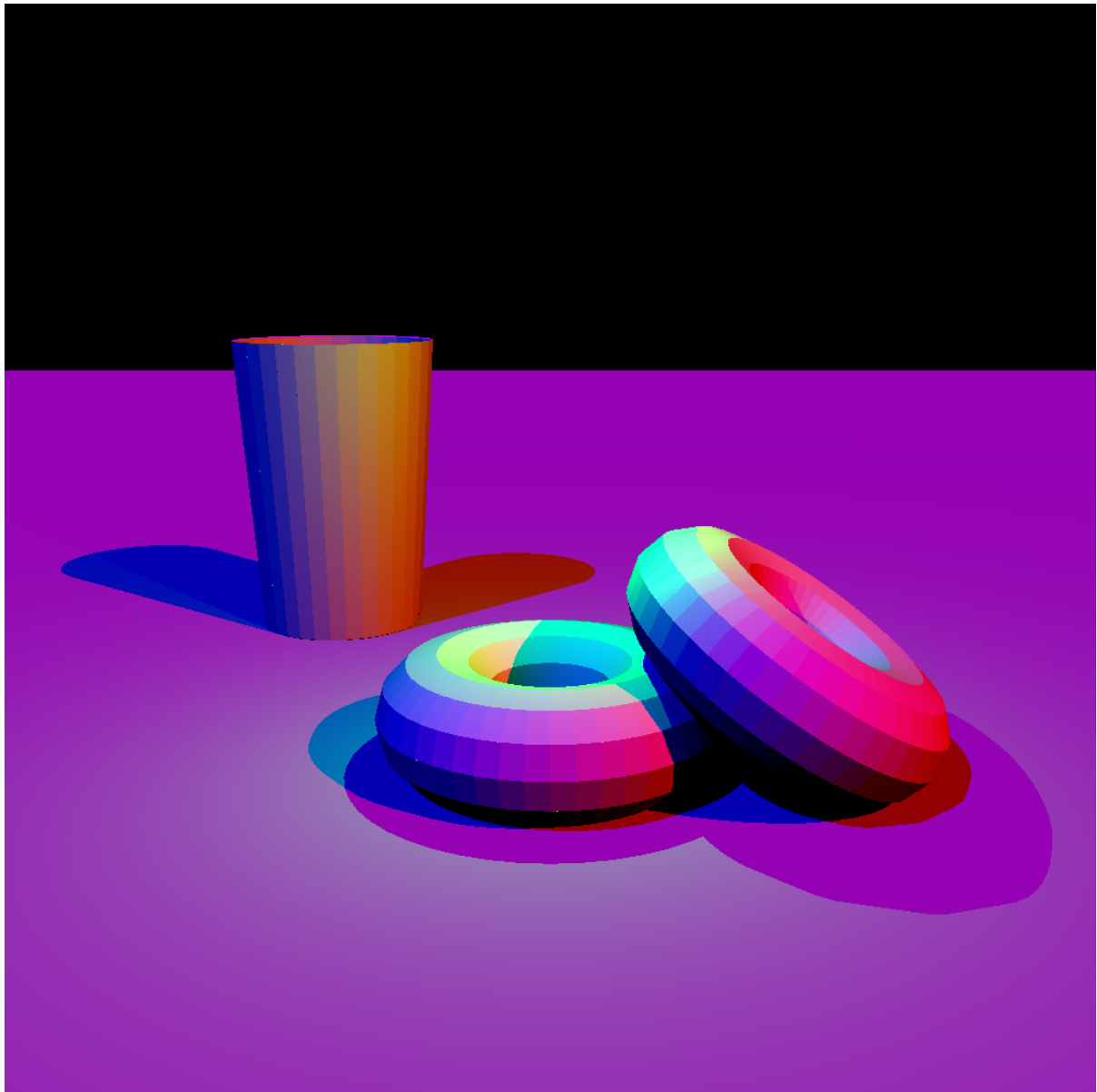
Directional light : 0.86 second



many light :2.7 sec

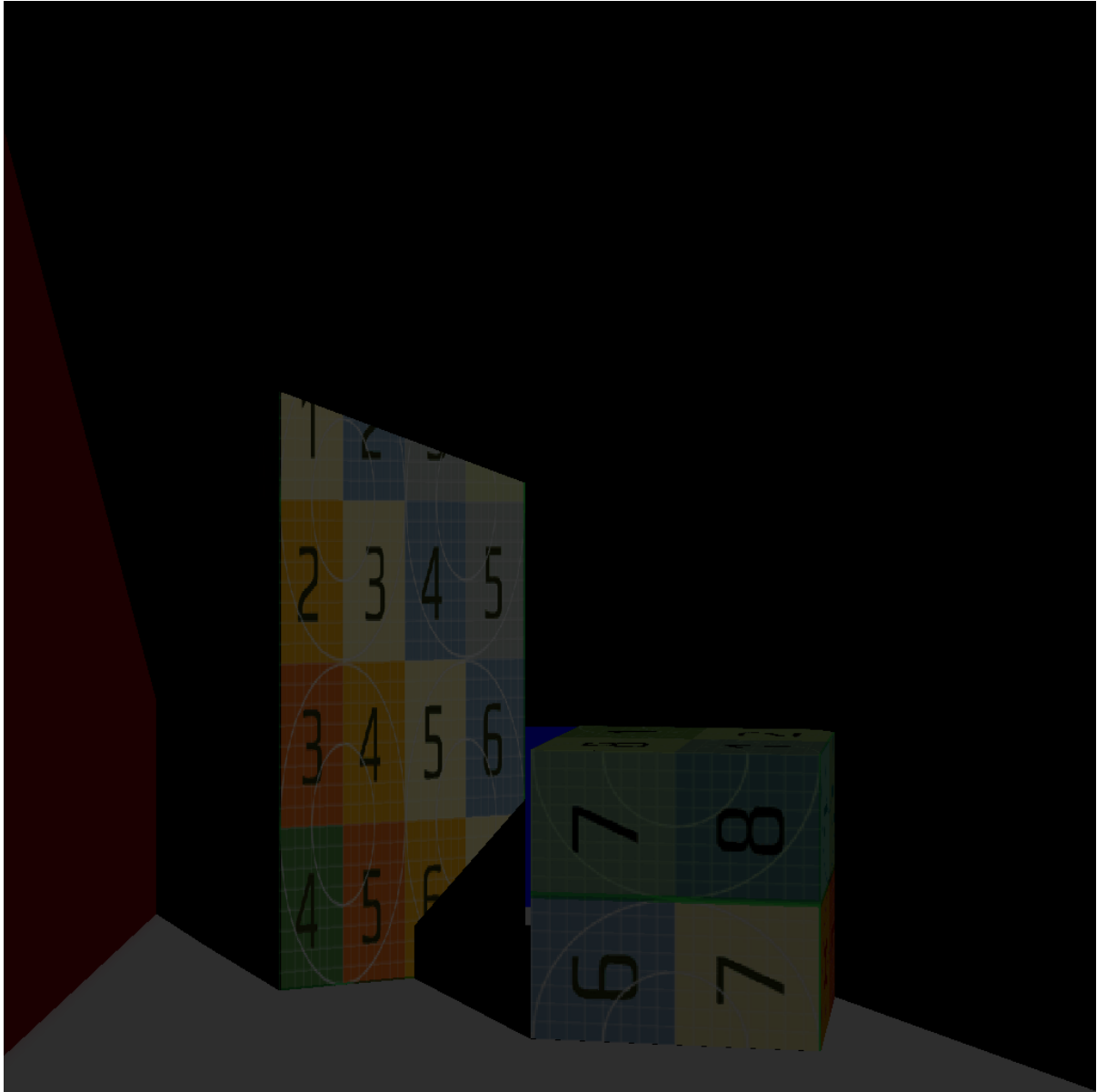


Point light : 0.98 sec



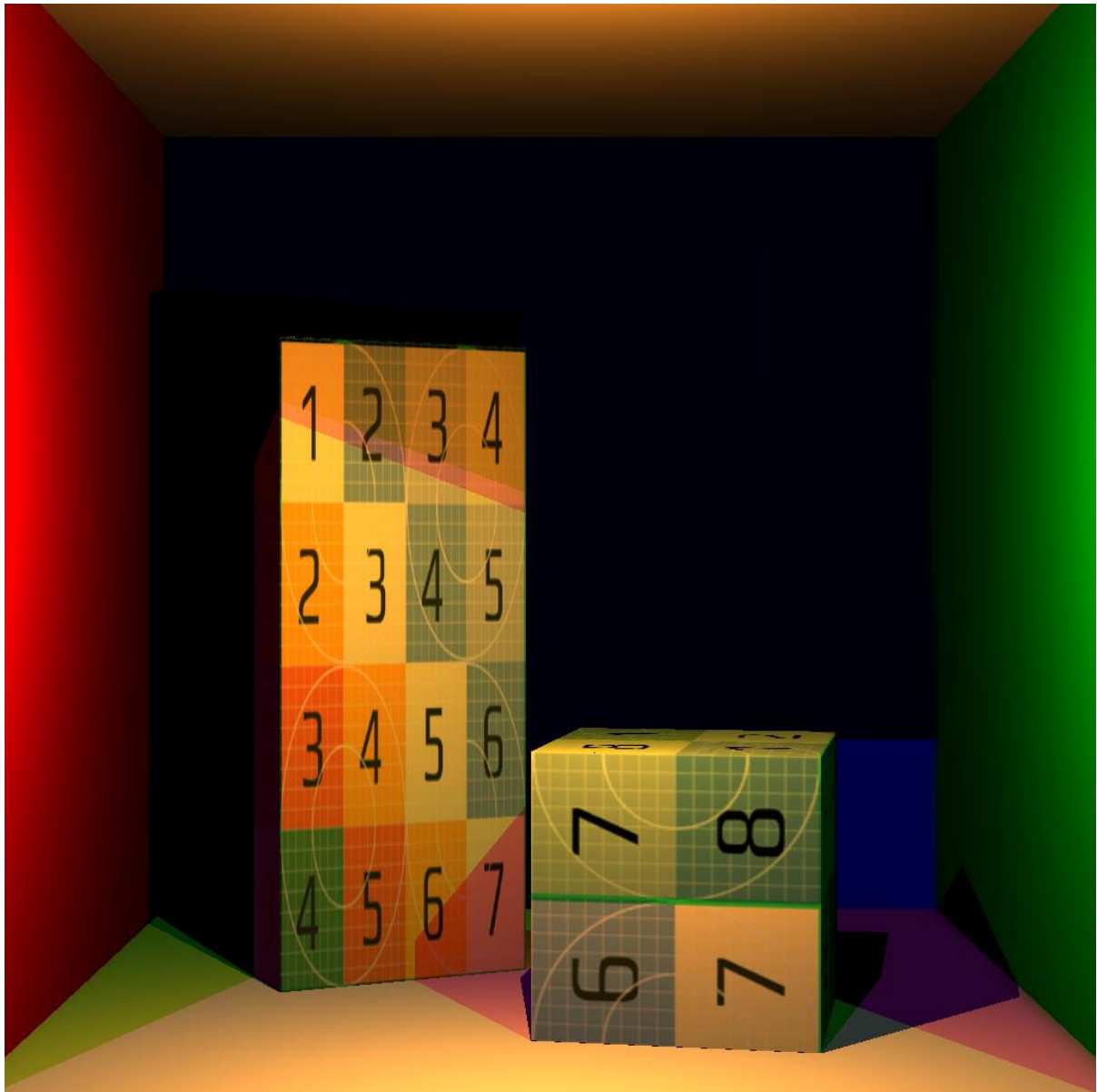
Donuts / scene :2.43 sec

Question 2:



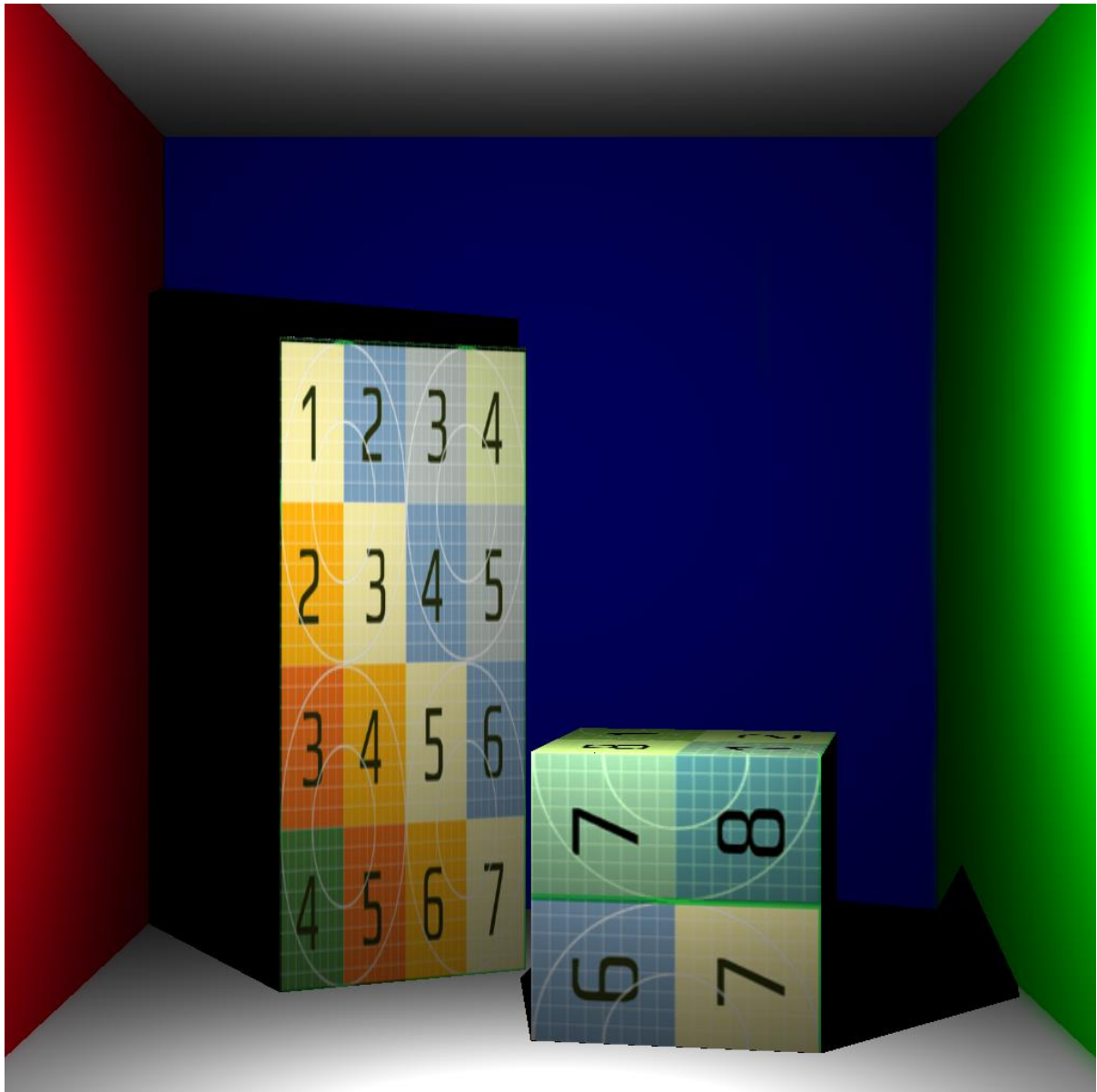
Directional light=>

Nearest-Neighbour Interpolation :0.90 sec , Bilinear Interpolation: 0.93 sec



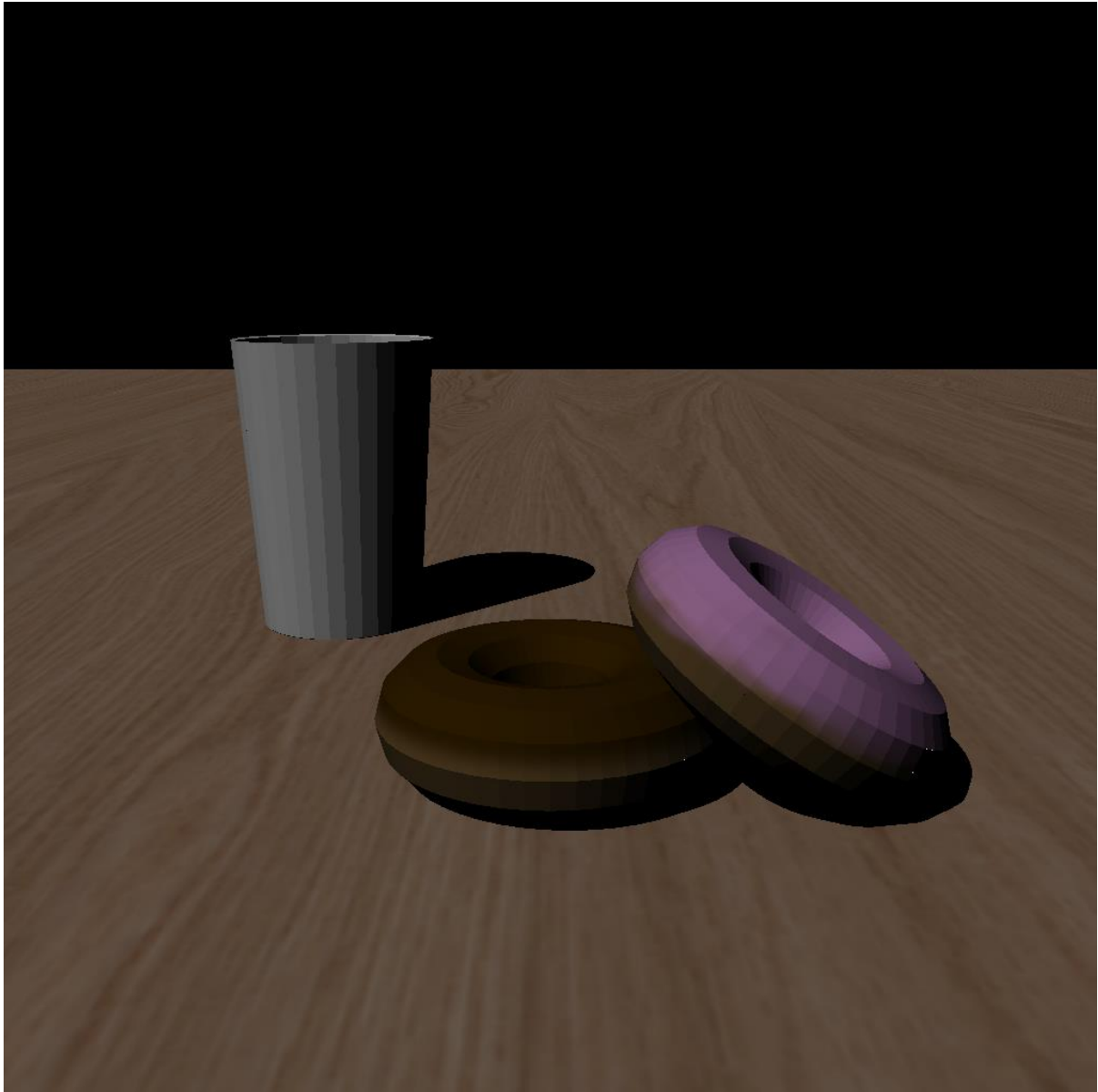
Many Lights =>

Nearest-Neighbour Interpolation :1.7. sec , Bilinear Interpolation: 1.8 sec



Point Light: =>

Nearest-Neighbour Interpolation :0.93. sec , Bilinear Interpolation: 0.96 sec

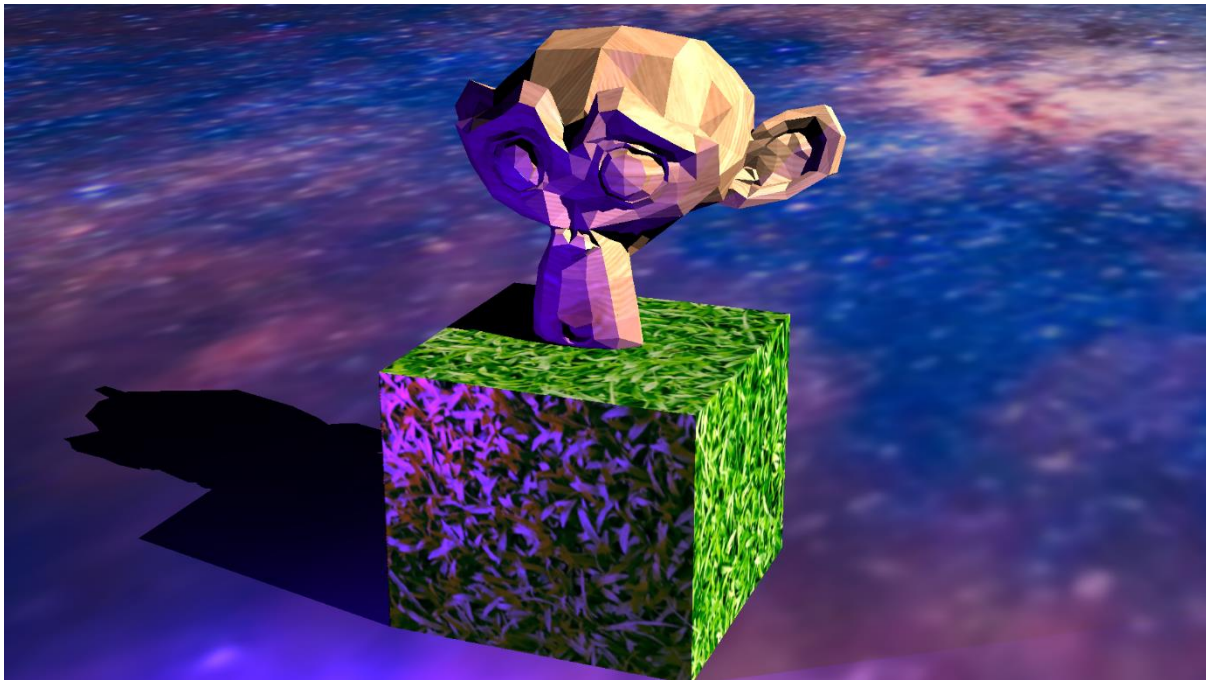


Donut /scene :=>

Nearest-Neighbour Interpolation :1.8. sec , Bilinear Interpolation: 1.9 sec



My Scene: with UV mapped texture (using smart UV Project tool) to model with point and directional source light



## Alien Statue:

Nearest-Neighbour Interpolation :1.4. sec , Bilinear Interpolation: 1.54 sec