shininess()

Sets the amount of gloss ("shininess") of a specularMaterial().

Shiny materials focus reflected light more than dull materials. `shininess()` affects the way materials reflect light sources including directionalLight(), pointLight(), and spotLight().

The parameter, `shine`, is a number that sets the amount of shininess. `shine` must be greater than 1, which is its default value.

Examples

```
function setup() {
  createCanvas(100, 100, WEBGL);

  describe(
    'Two red spheres drawn on a gray background. White light reflects from their surfaces as the mouse moves. The right sphere is shinier than the left sphere.'
  );
}

function draw() {
  background(200);

  // Turn on a red ambient light.
  ambientLight(255, 0, 0);

  // Get the mouse's coordinates.
  let mx = mouseX - 50;
  let my = mouseY - 50;

  // Turn on a white point light that follows the mouse.
  pointLight(255, 255, 255, mx, my, 50);

  // Style the sphere.
  noStroke();

  // Add a specular material with a grayscale value.
  specularMaterial(255);

  // Draw the left sphere with low shininess.
```

Syntax

```
shininess(shine)
```

Parameters

shine	Number: amount of shine.

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Related References

copyToContext
Copies the shader from one drawing context to another.

inspectHooks
Logs the hooks available in this shader, and their current implementation.

modify
Returns a new shader, based on the original, but with custom snippets of shader code replacing default behaviour.

setUniform
Sets the shader's uniform (global) variables.

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