Lighting

Surface Characteristics

mirror

carpet

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Classic shading Model

Ambienal Diffuse T Speciar Normals

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A normal provides a "hint' to the shader about the curvature of a point. A

MAR 2 Smooth

N.L V= L-N U"= R-N

R=2 (L.N).N-L

1) Ambient Light (2) Diffuse Light
is normal in the agnostic.

Dot product of

the normal to the direction to the light.

N.L.

Clamp O

3) Specular

Luse R to get the difference

between R & D

LSpewlar highlight strength

~ (R-D) > x is big = small hilight

xis small=big hilight



