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Blender
Point
Son (Directional)
Rosed Spol
Area

Area Lights LSoft Shadows Son (Directional Light)

-0: LD irection and Light

Point Light

L Position (Used to calculate direction)

L Radius + Falloff Function

LRZ drop ofs

Spot Light - Flash Light

Angle

Direction

Fall off



How to (not) Get A Tan

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100 photons

1 photons

2 photons

Know angle
Know length OF
the tong side.
hypotenus

X=cos (6) radius

y=sin (0) radius

chan (Adjacent) = 0

Brokey

Atan 2 (opposite, adjacent) - 7

Otana (y ix) (-1/-i)

Cos (6) = Adjacent

hypotenus

Sin (6) = Opposite

hypotenus

Tan (6) - opposite



Use of Tria

adjacent (x) (GS(G) = adjacent -hypotenus if 1 UNOmaha CSCI 4620 Sp '21 Computer Graphics Lecture 5 Page 3 / 3

