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Project 3: Lighting
[Video Link]

Description:

I added a 10x10 unit grid with 2000x2000 vertices of resolution for the objects to "sit" on. There are six types of objects: Strawberry, worm monster, penguin, sphere, cone, and torus. When opening the program, you will see eight of each object across the width of the screen. From left to right, the "shininess" variable used in the calculation of the specular reflection part of the lighting model increases exponentially from 1 to 128. The values are shown at the top of the grid.

A light with a representative sphere is shown moving left and right over the grid. The light can be moved along the Z axis with the "-" and "=" keys. The light can be changed from a pointlight to a spotlight with "p" and "s" keys. The light's color can be changed with the "r", "g", "b", "y", and "w" keys.

Screen Shots:

Shininess: 1 2 4 8 16 32 64 128

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