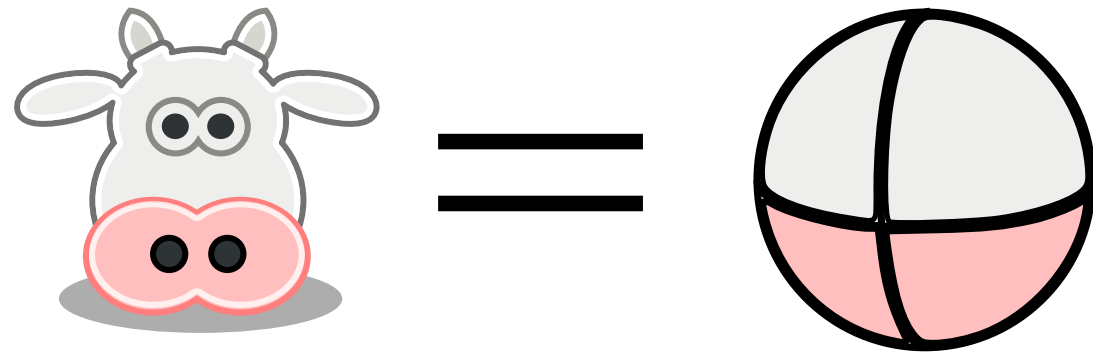
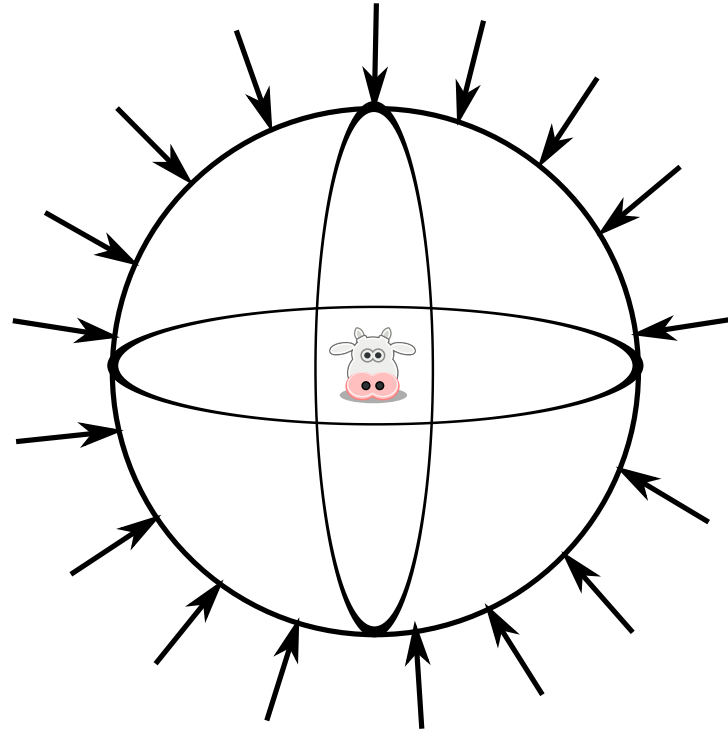


Assume the object is convex
(or at least, no self shadowing)



Assume distant lighting...
Illumination is a function
defined on the sphere.



Assume the surface is Lambertian.
Patches look the same from all directions.

