

## CS148: Reading Response, Tuesday 29 July

Shirley Ch. 20: Light & Ch. 25: Reflection Models

The first part of Chapter 20 should be a review from the first week of class; go ahead and skim to section 20.1.6. Don't worry about memorizing all the terms here, but pay attention to several super important graphics buzz words:

Term	Definition/Description (please fill this in)
BRDF	
Lambertian	
Rendering Equation	
lumen	

[Ch. 25] 1) Pick two different materials and describe their reflective properties. You may wish to use terms like micro/macroscopic detail; specularity; diffuse/Lambertian, translucency, etc.

2) Name a material you think would be hard to render using a reflection model like the those described in Ch. 25. Why?