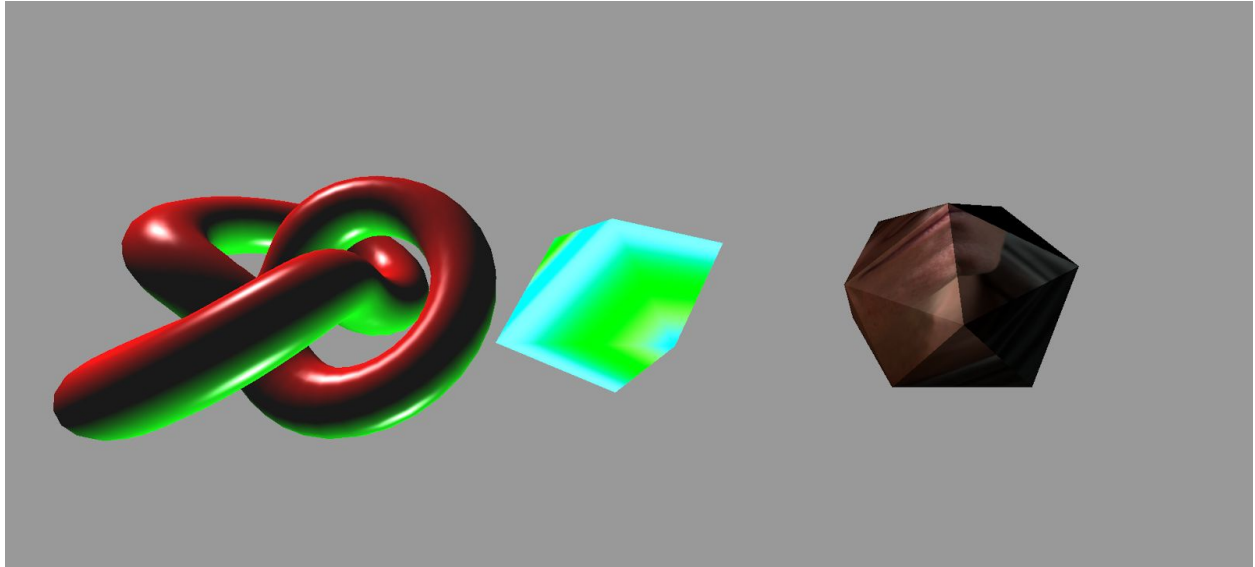


CMPM 163

HW1

Spencer Witkin

Part A

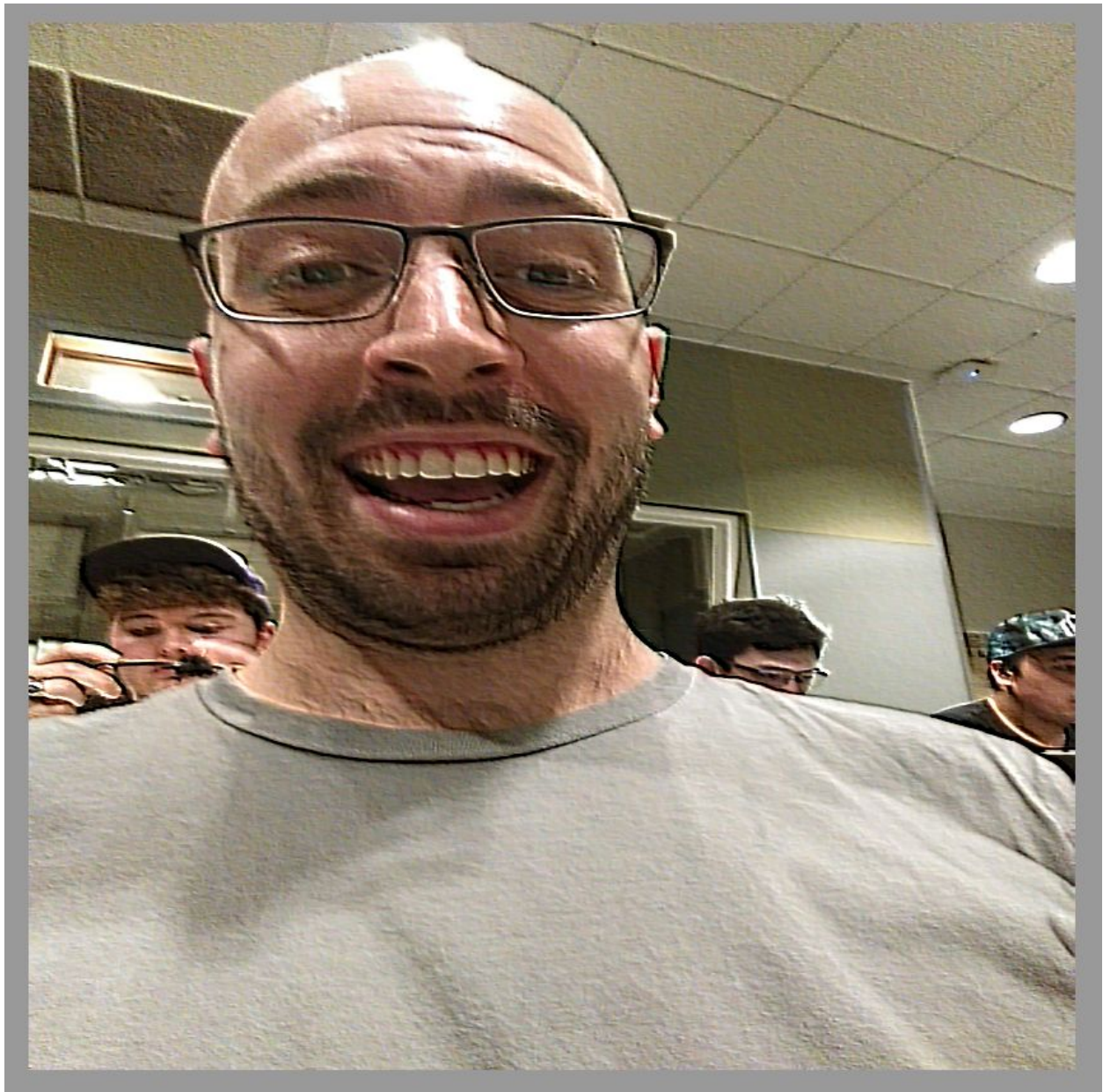


In part A I used the Phong shader from class on the torus object. There is a red and green light moving in different directions acting on it.

On the second object I used the vertex displacement shader from class.

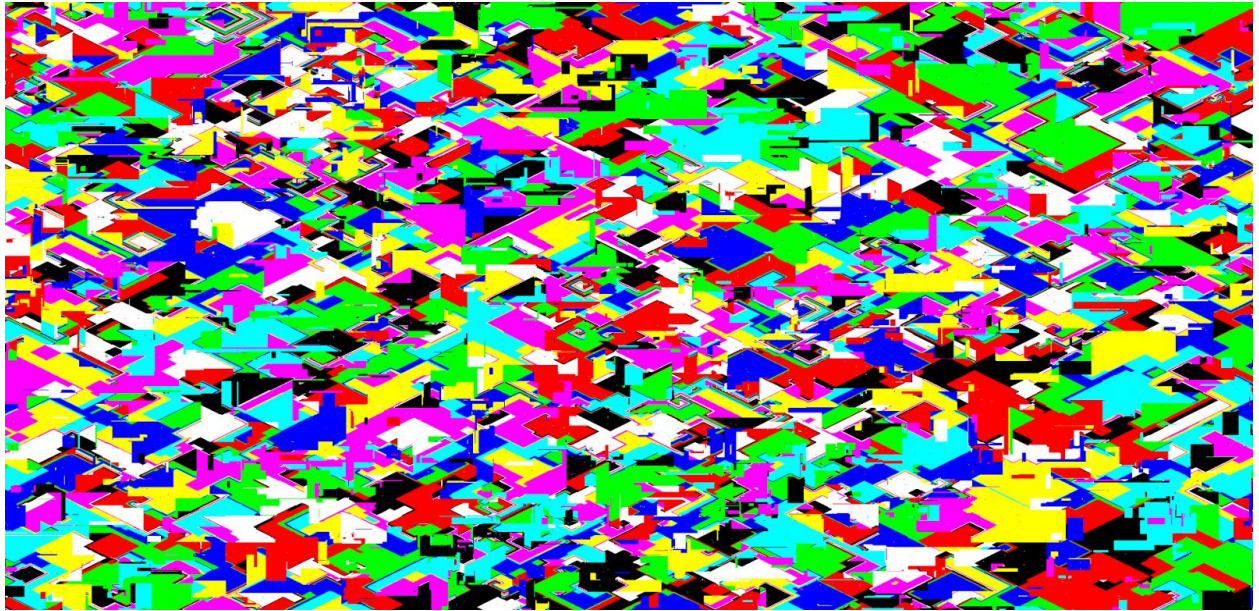
On the third object I had initially mapped Angus's face to a Icosahedron and making it Phong-like using Three material. I tried to figure out how to do it manually but I ran out of time.

Part B



For Part B, I applied an embossing effect to the image using the matrix method.

Part C



For Part C I added 8 colors and followed the simple rule system that was linked to in the assignment description.

Part D

In separate document.