

# Practical Computer Graphics Skills for Technical Artist

2019 Spring

National Cheng Kung University  
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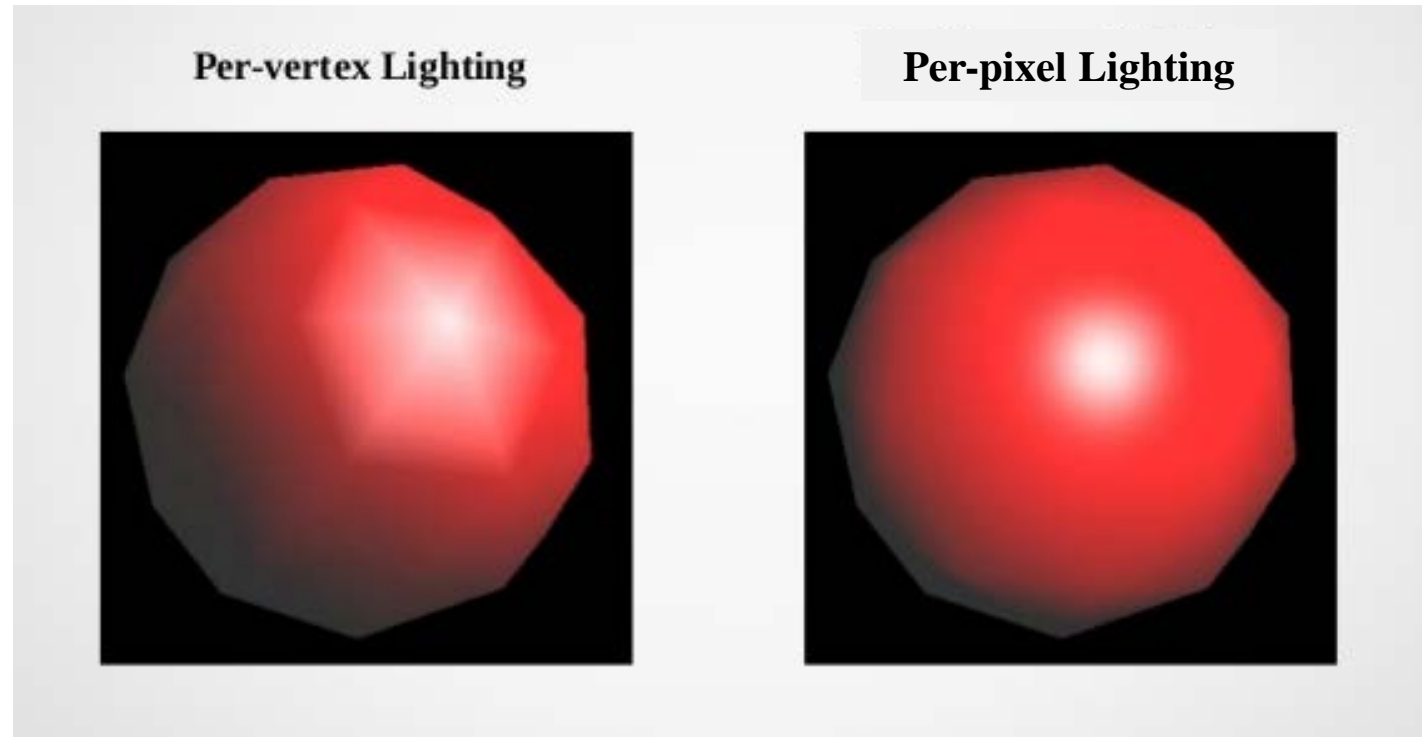


Homework 2  
(for CSIE/EE students)

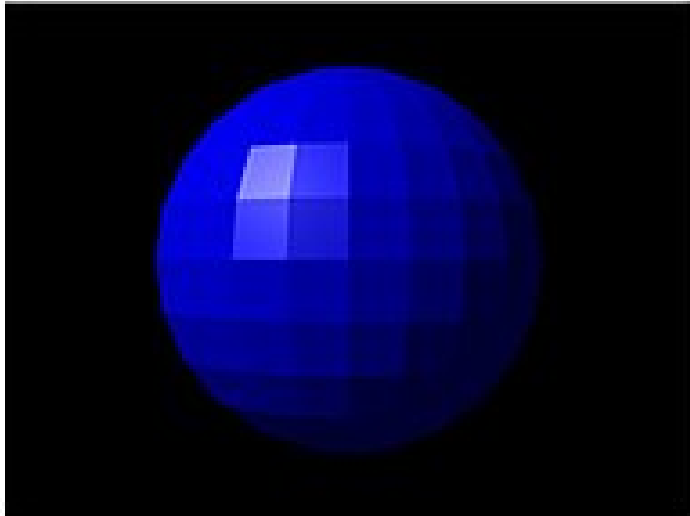
# Lighting

- Lighting model - Lambert Diffuse + Blinn/Phong Specular (70%)
  - Try to explain physical meaning of Blinn/phong specular model.
  - Everything should be done in the **view space**. (10%)
- Switch between Flat/Smooth (10%)
  - Calculate flat/smooth normal on your own. (StaticMesh.cpp)
- Emulate Per-vertex lighting/Per-pixel lighting (20%)
  - Switch between per-vertex (15%) and per-pixel (5%) modes.
- You should use **imgui** to switch rendering modes.
  - Re-opening program is forbidden.

# Lighting



# Lighting



FLAT SHADING



PHONG SHADING

# Homework Description

- <https://github.com/tim37021/CGHW1-2019>
- Branch: HW2
- Deadline: 22:00, May 6, 2019