



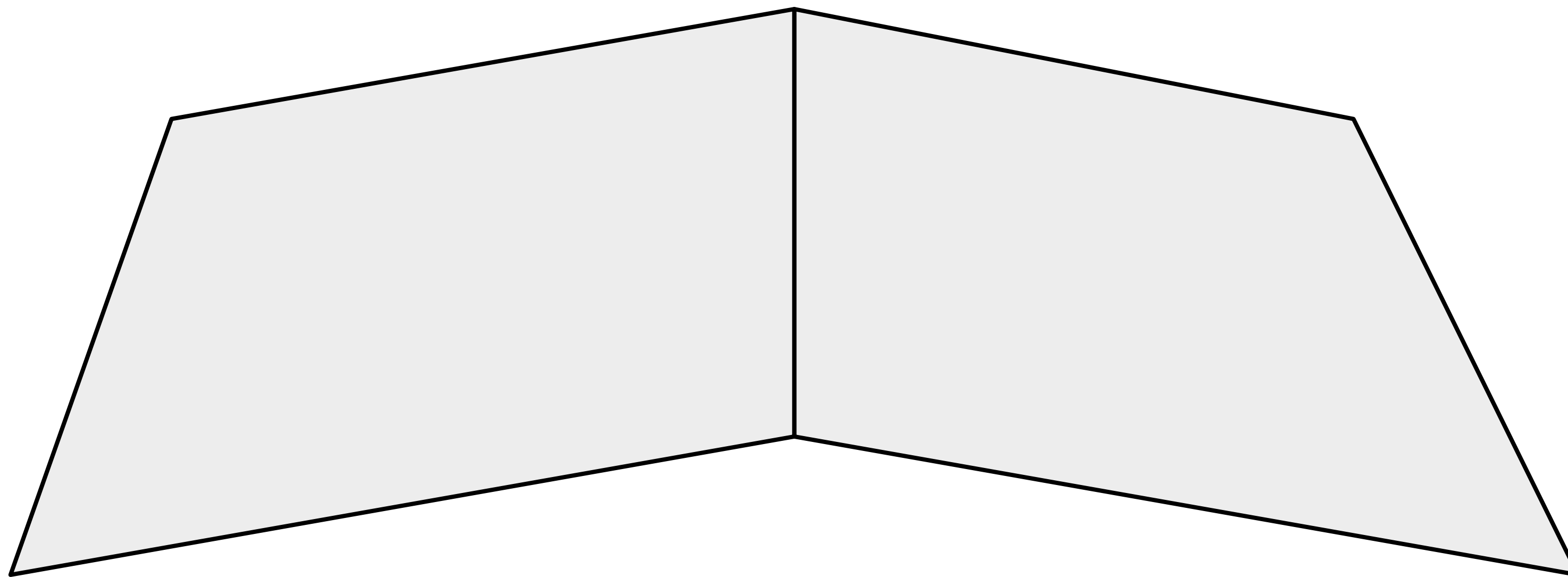
BEGINNING METAL



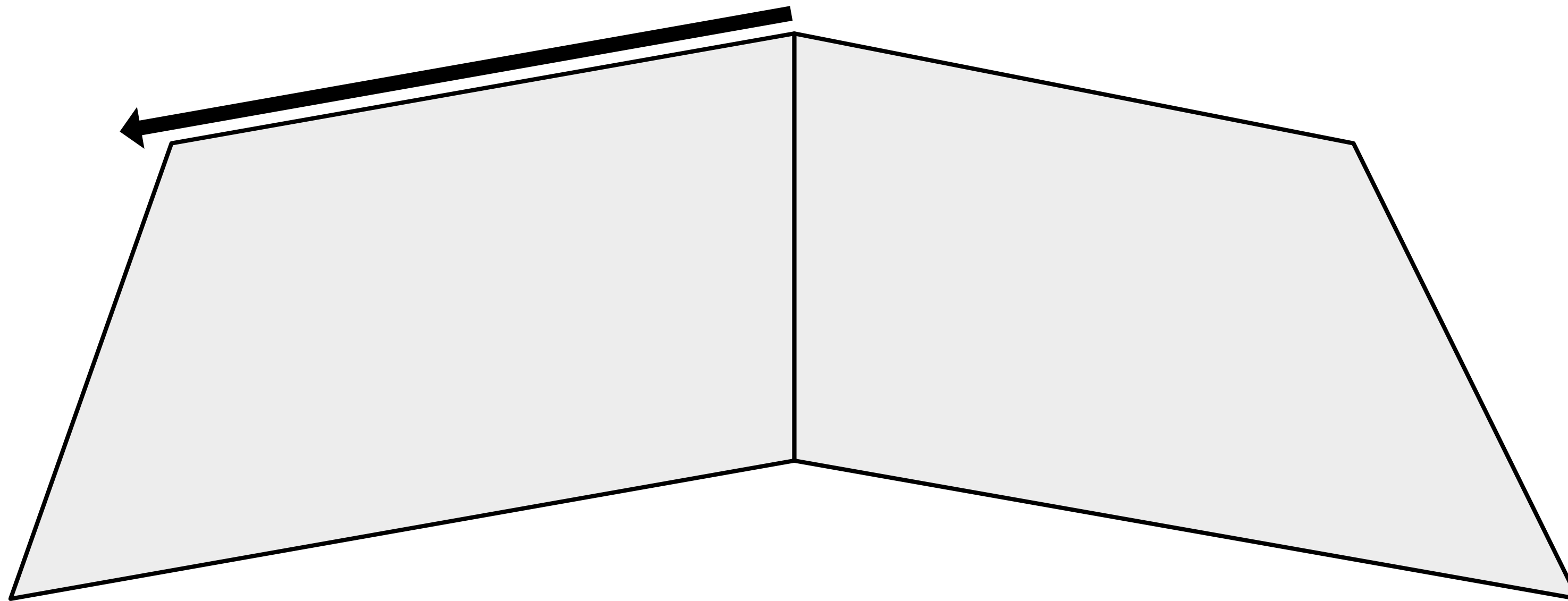
PART 12: DIFFUSE AND SPECULAR LIGHTING



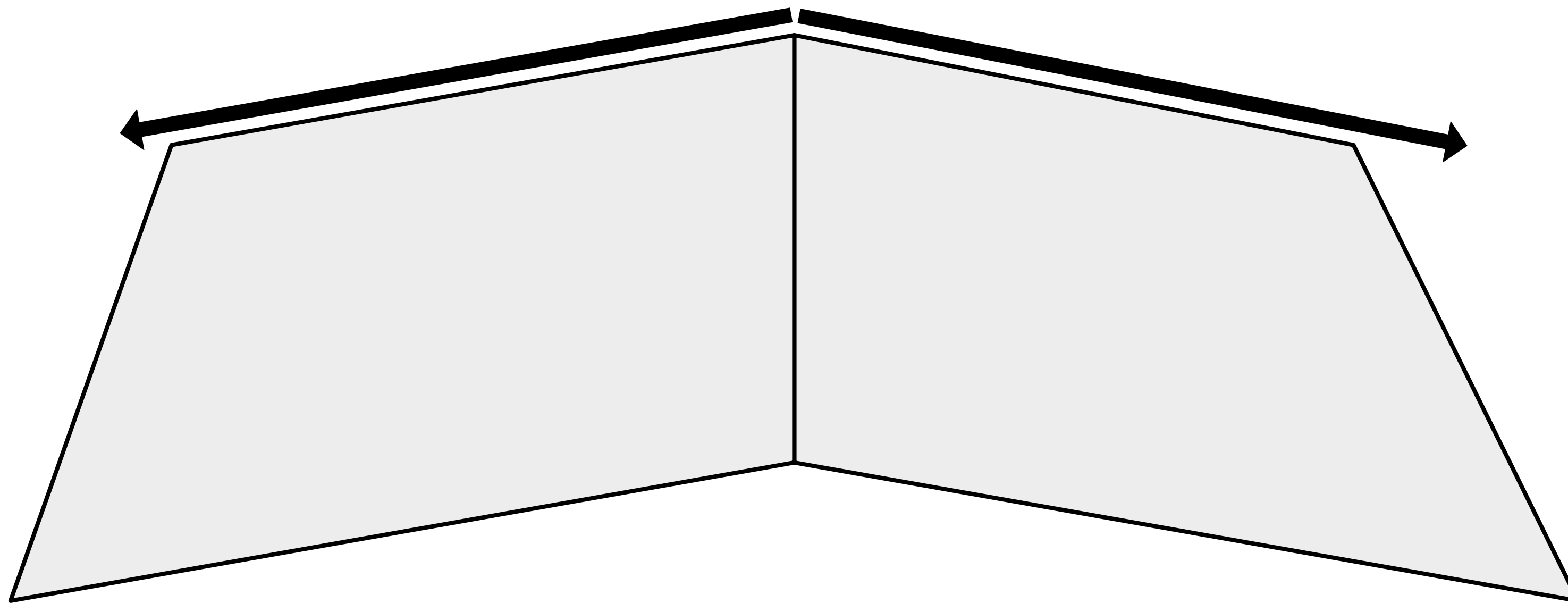
NORMALS



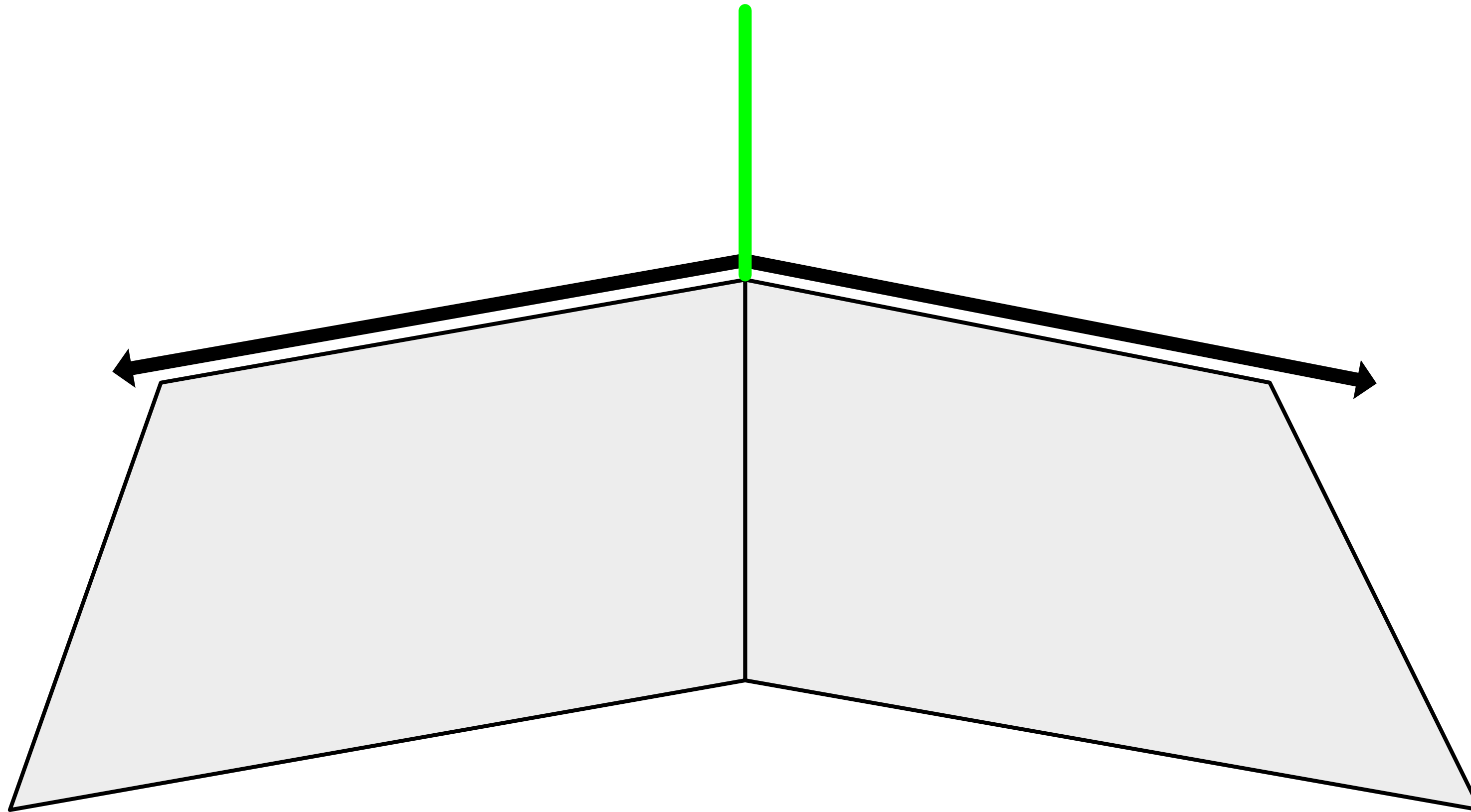
NORMALS



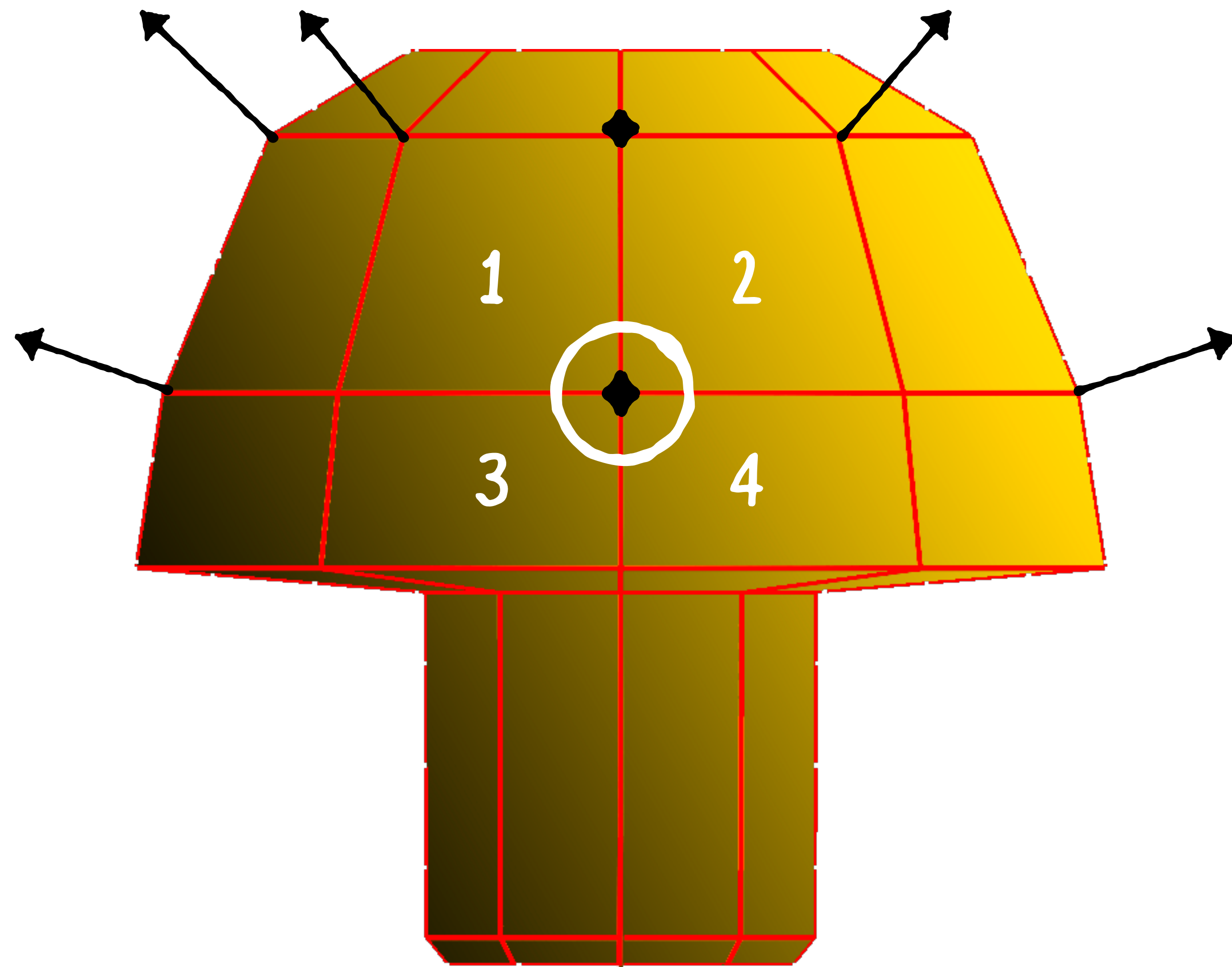
NORMALS



NORMALS

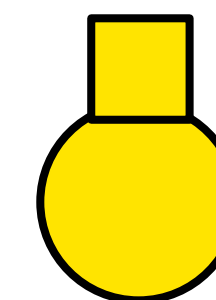
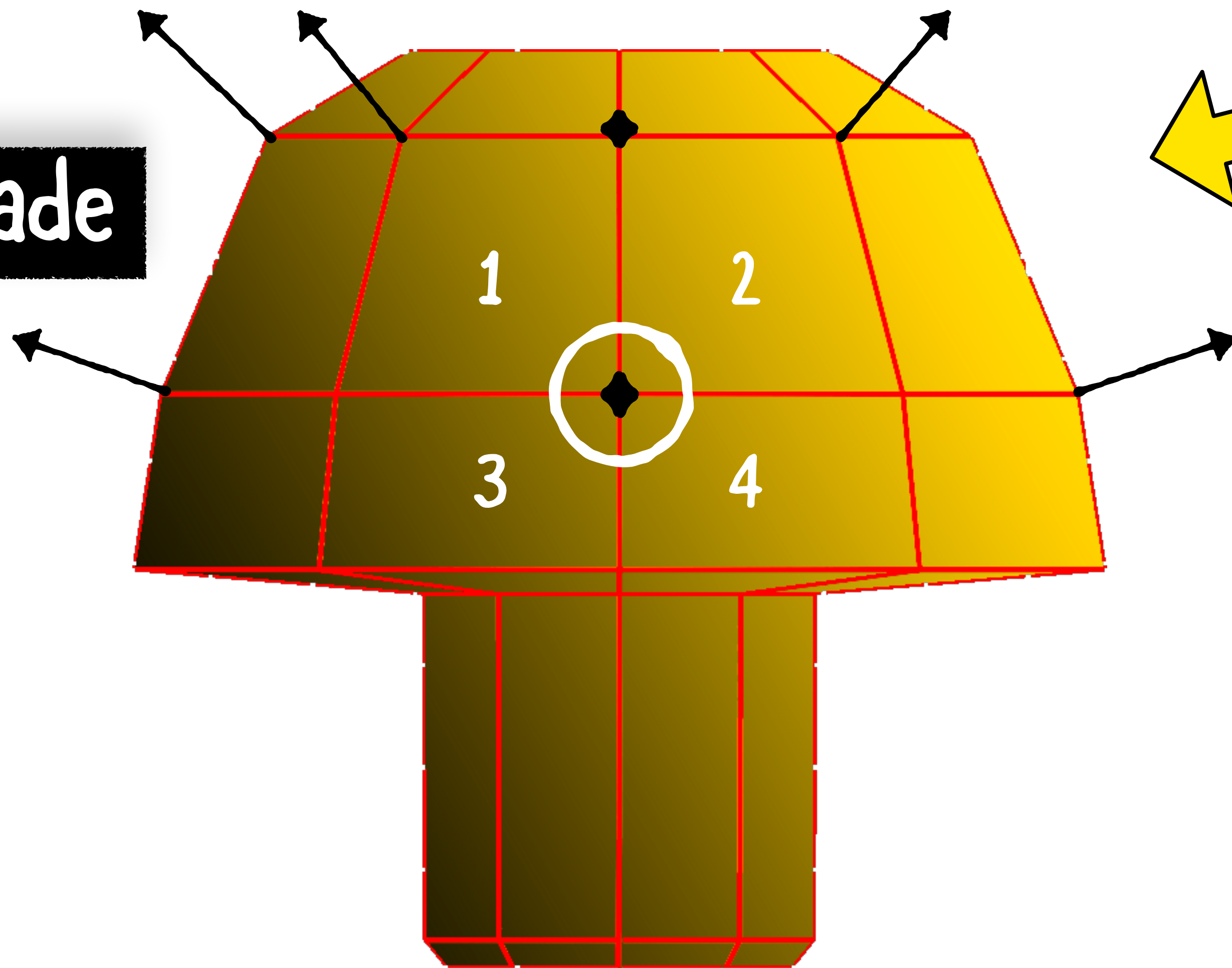


NORMALS

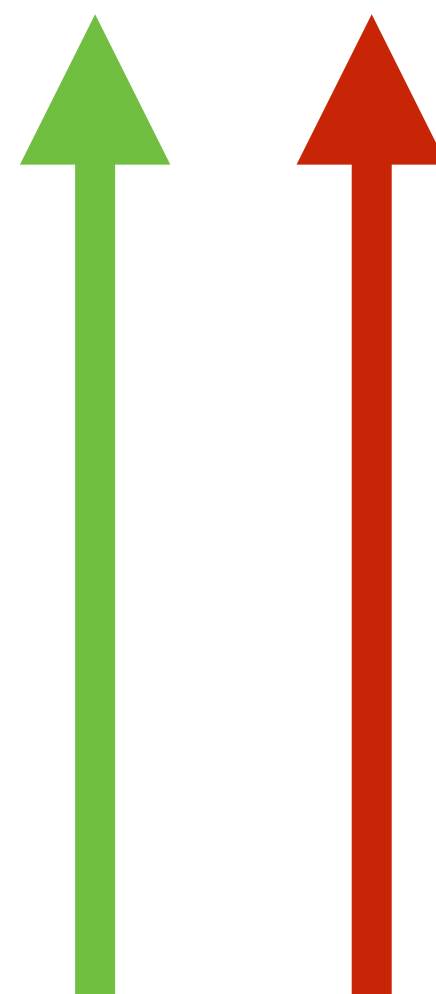


NORMALS

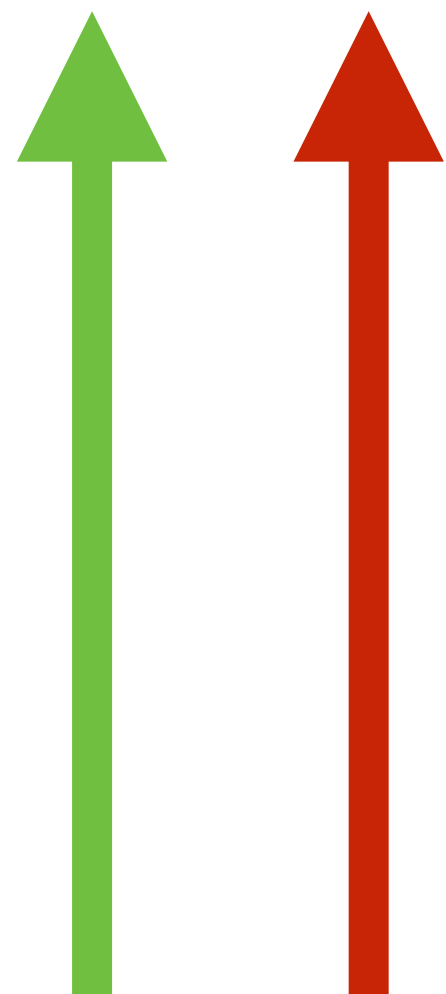
Shade



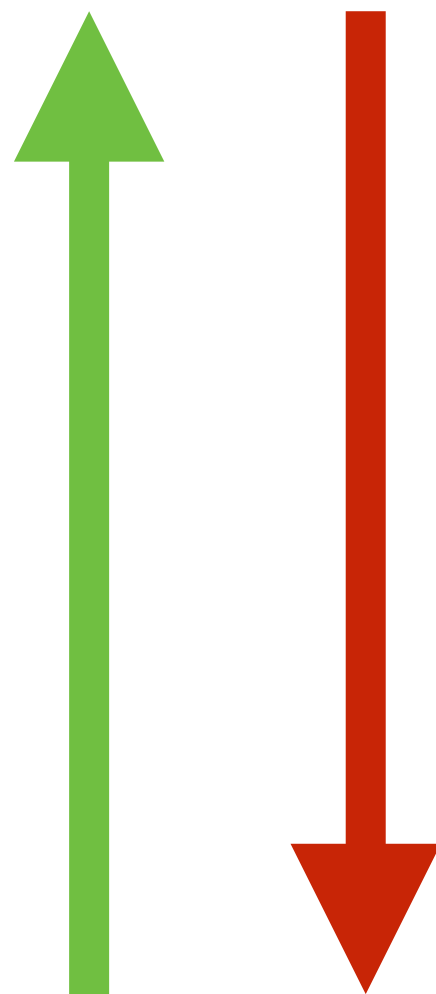
MATH - DOT PRODUCT



MATH - DOT PRODUCT



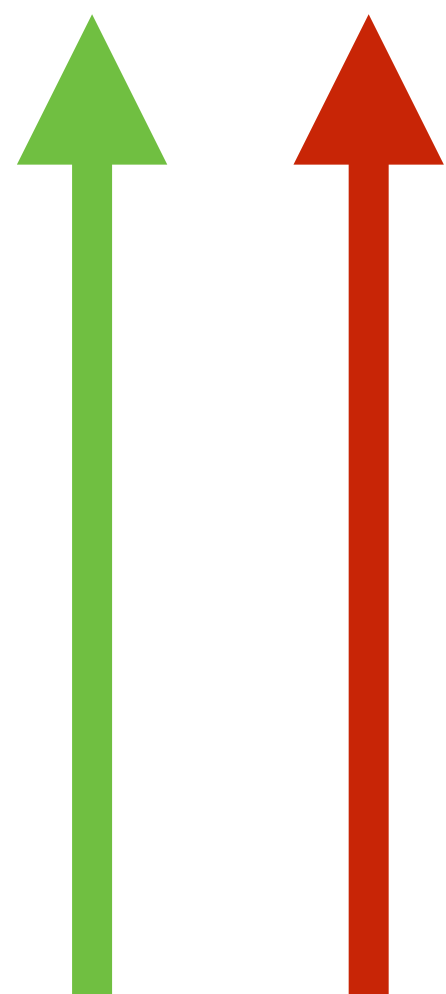
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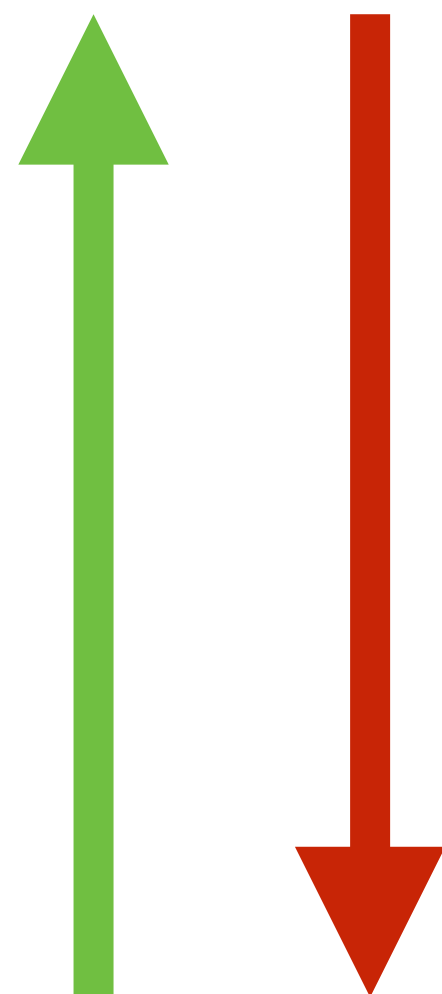
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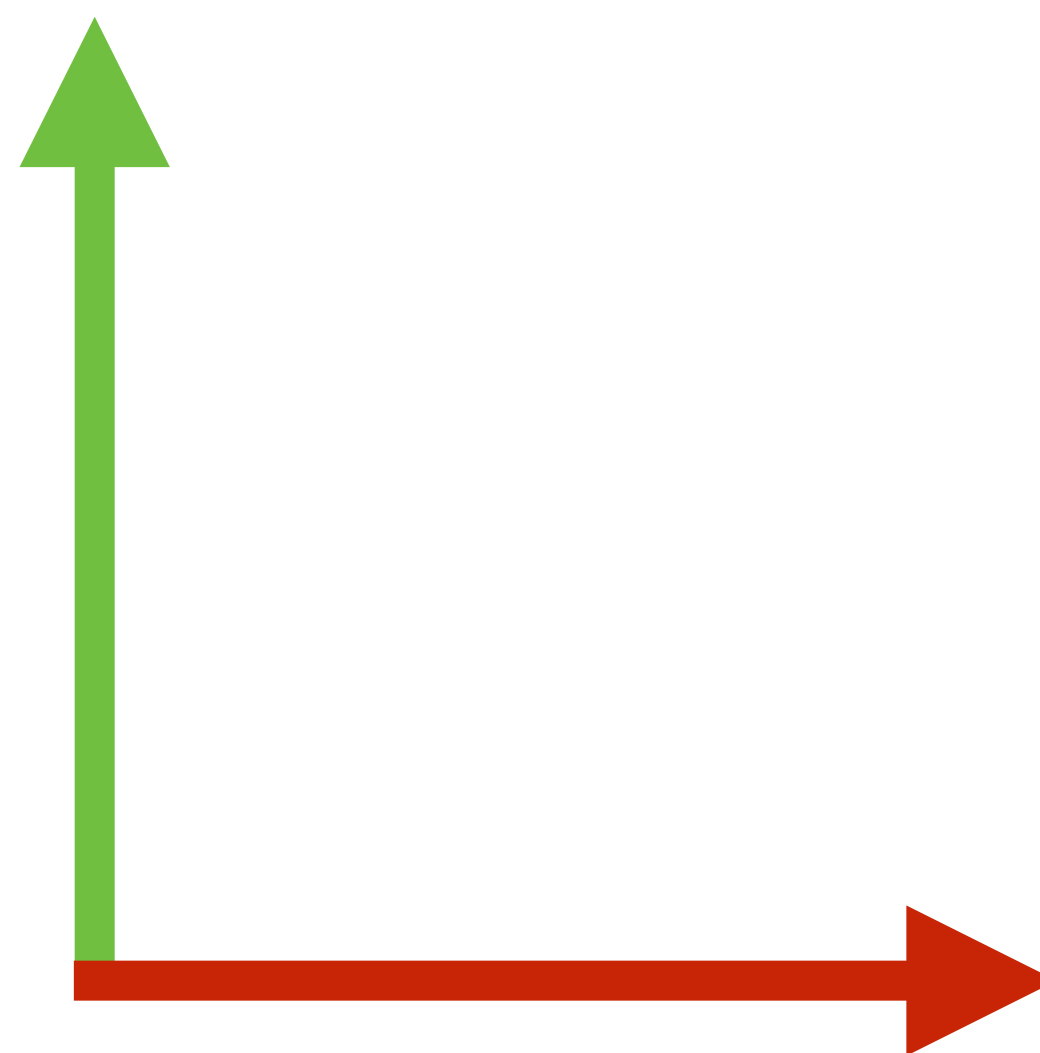
MATH - DOT PRODUCT



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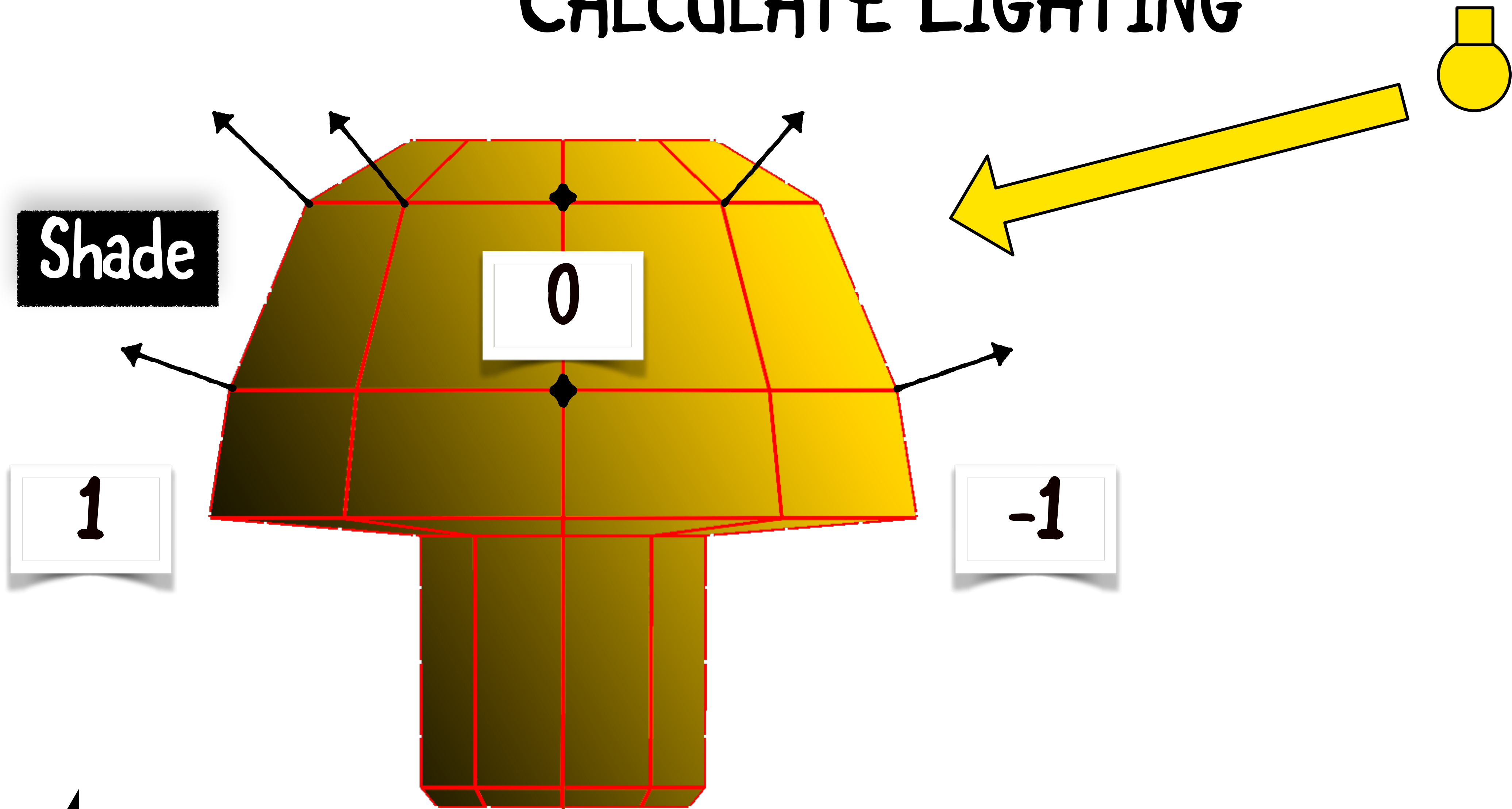
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0



CALCULATE LIGHTING



CALCULATE DIFFUSE LIGHTING



CALCULATE DIFFUSE LIGHTING

⚙ Light color * diffuse intensity * diffuse factor



CALCULATE DIFFUSE LIGHTING

- ⚙ Light color * diffuse intensity * diffuse factor
- ⚙ Diffuse factor calculated from dot product



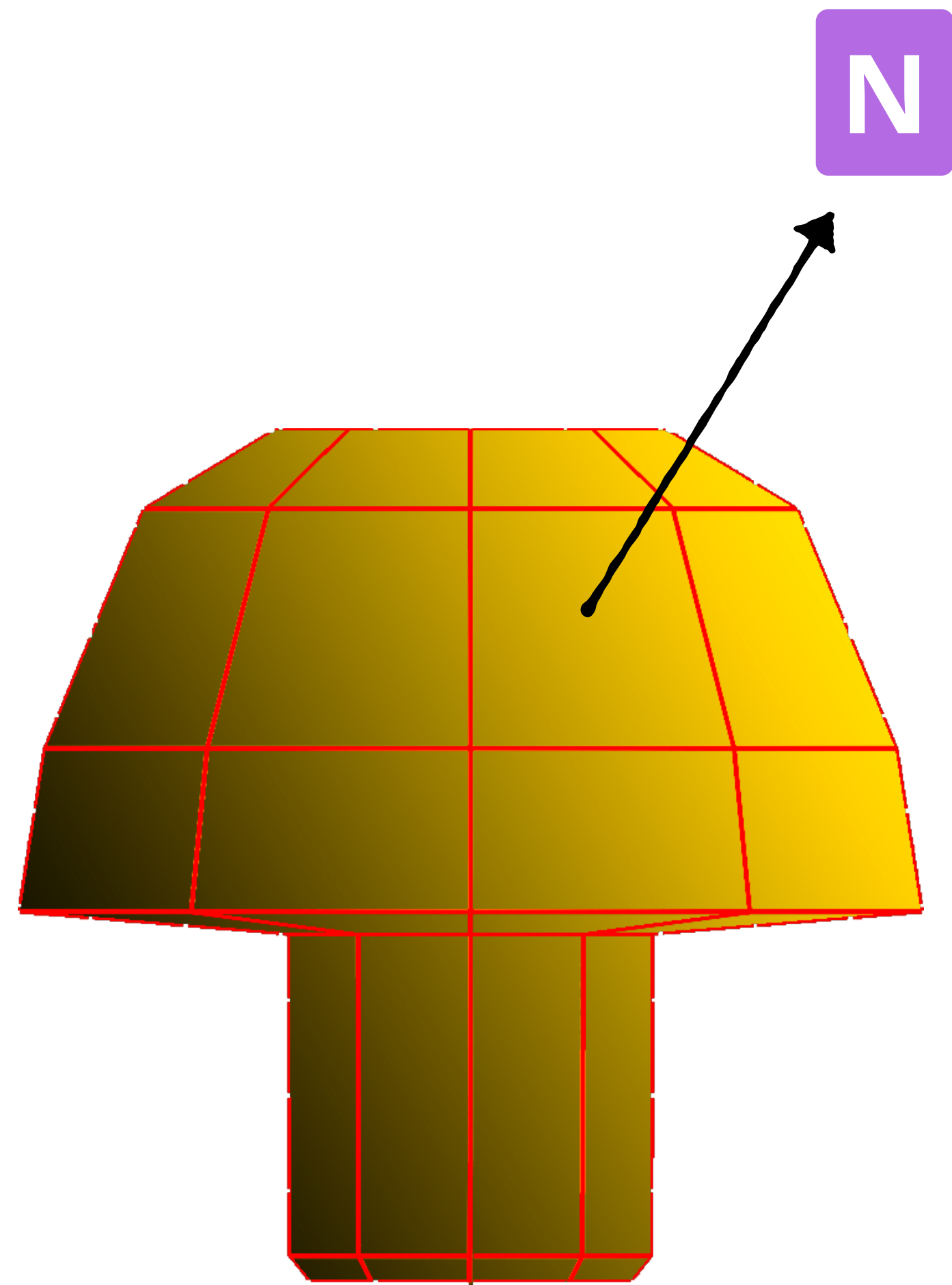
DEMO



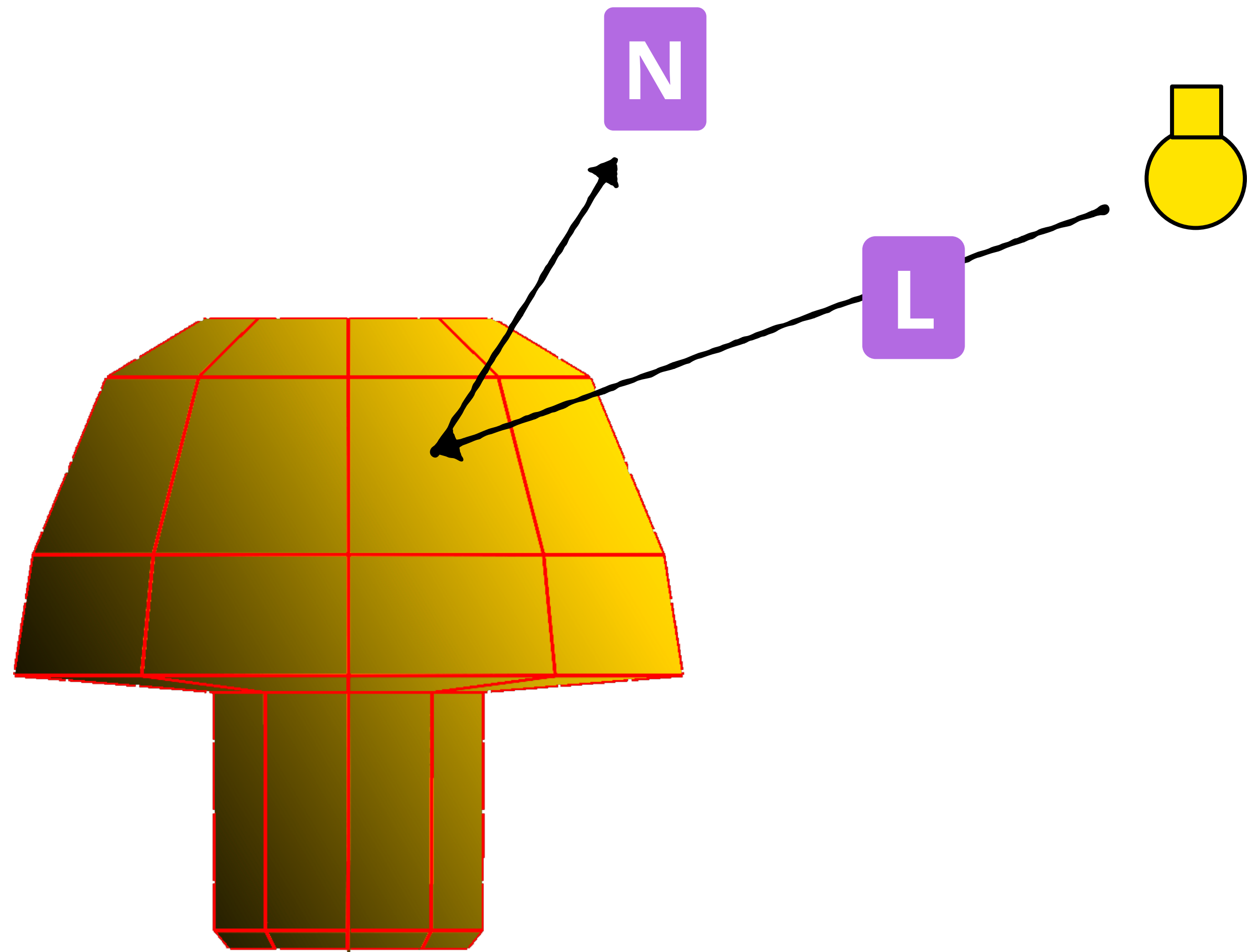
CHALLENGE TIME!



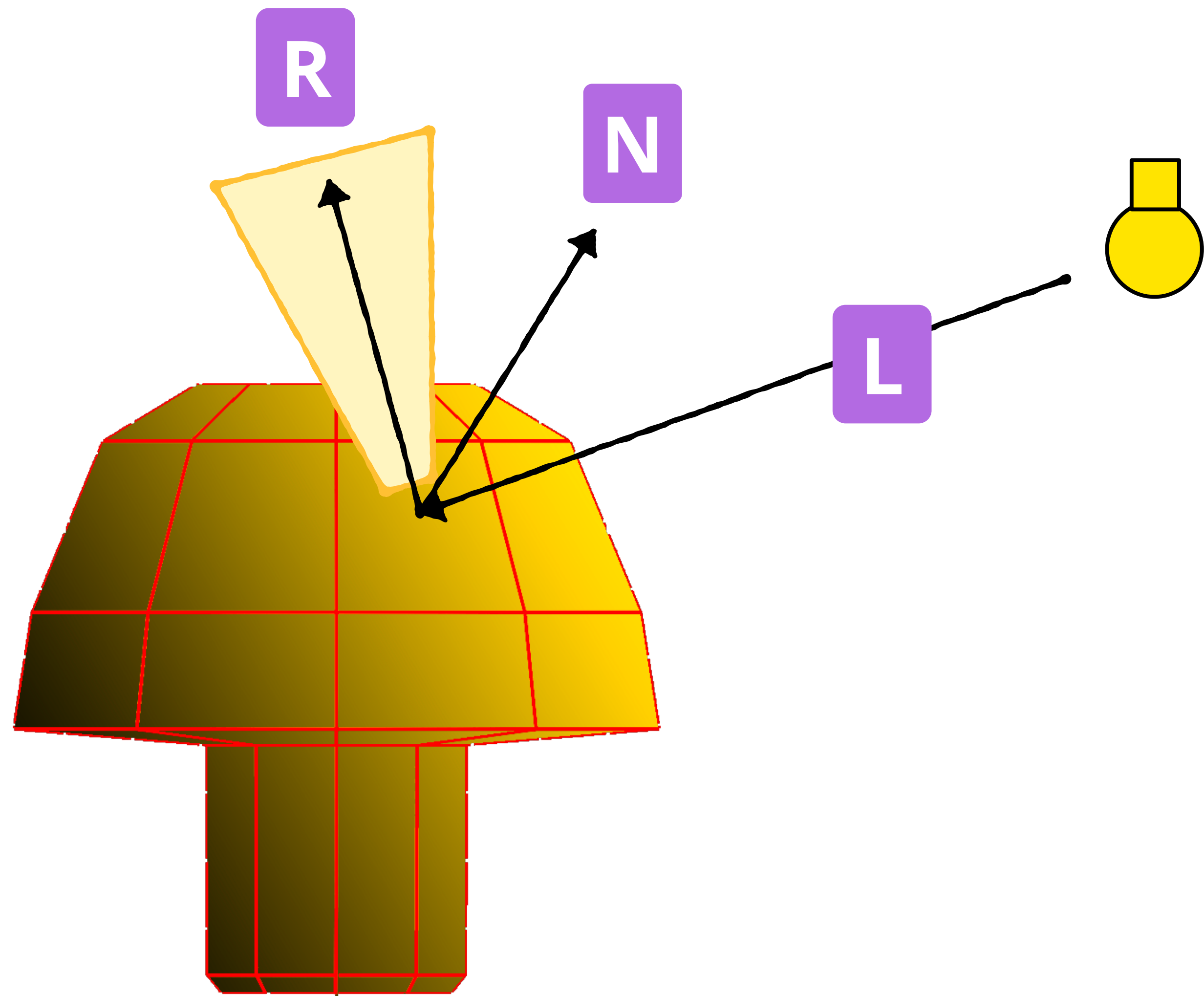
SPECULAR LIGHTING



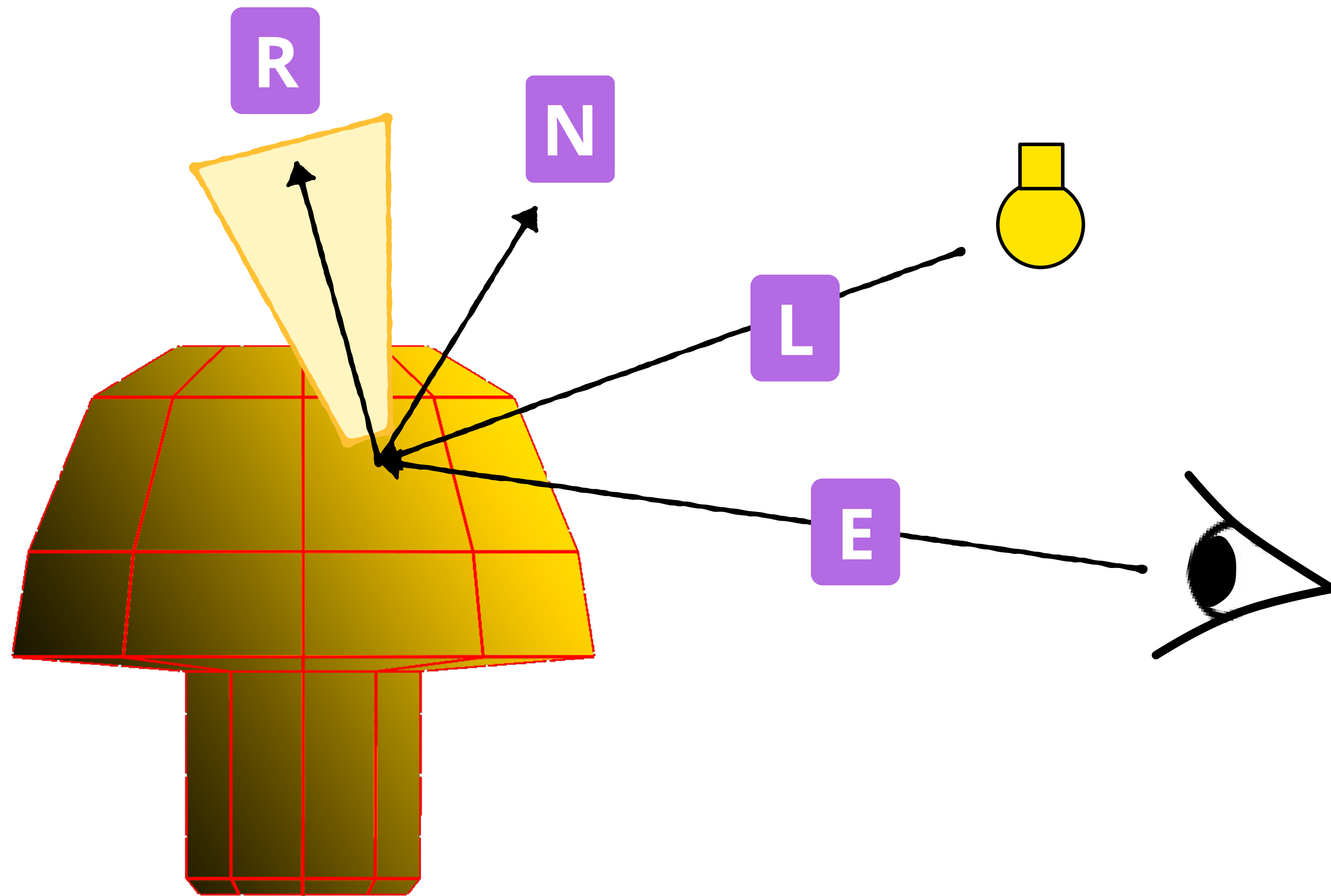
SPECULAR LIGHTING



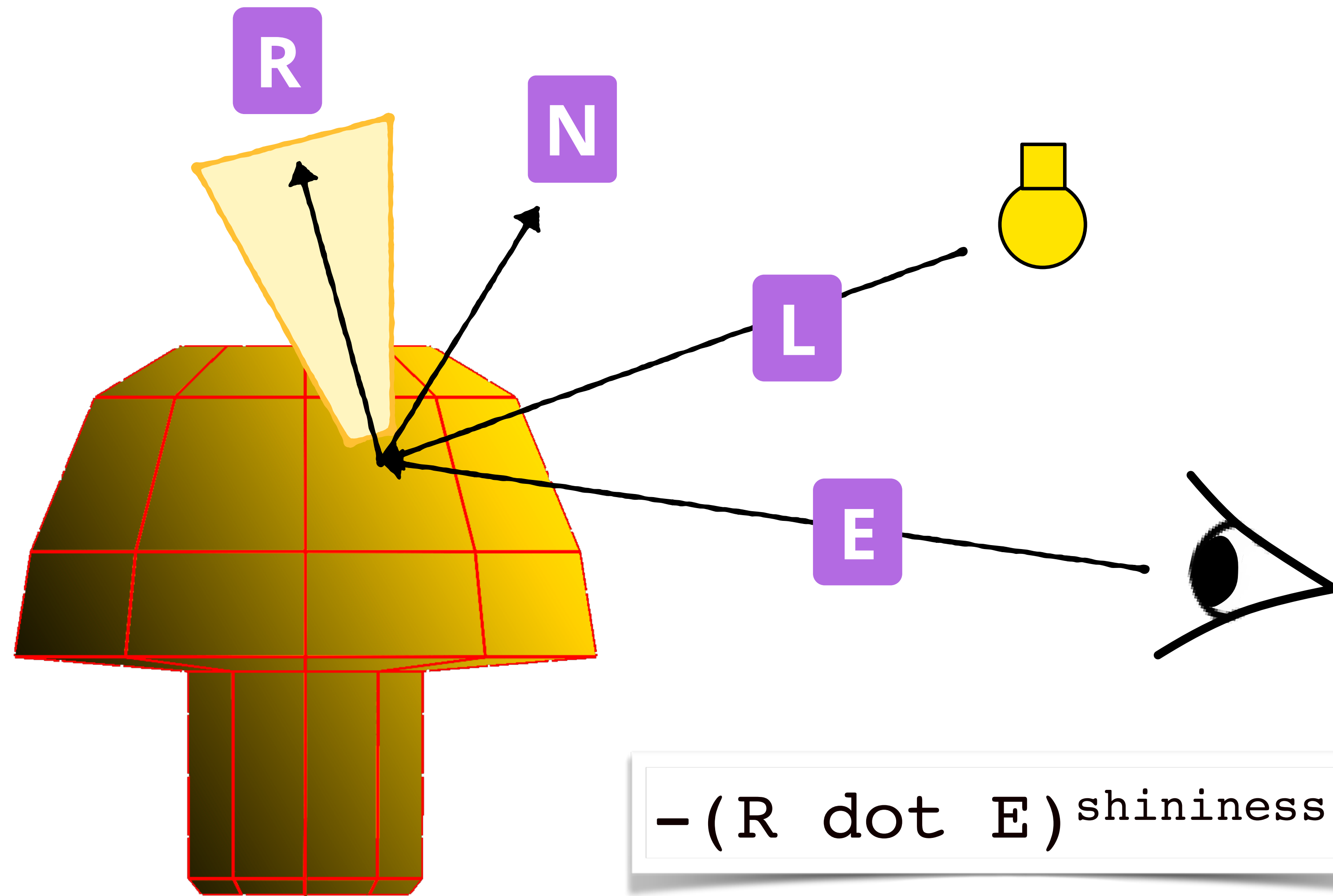
SPECULAR LIGHTING



SPECULAR LIGHTING



SPECULAR LIGHTING



CHALLENGE TIME!

