Daily Assignment 16

- Take **two** pictures of objects with different diffuse and specular reflection properties,

- And generate surfaces having similar feeling with each picture using "Phong illumination demo"
  - http://multivis.net/lecture/phong.html
  - You can choose any object type to visualize each surface
  - It would be hard to simulate a real surface using Phong model. It's not your fault, it's probably from the limitation of the model. But try it anyway!

- Zip the pictures of real objects & captured images of "Phong illumination demo" webpage
  - 1-real.xxx, 1-phong.xxx, 2-real.xxx, 2-phong.xxx

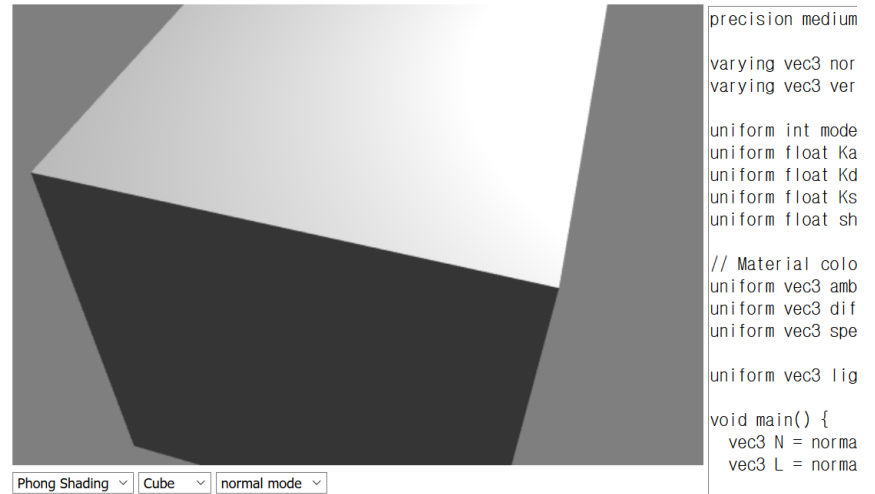- See example images in the next slides

1-real.jpg

1-phong.jpg

Phong Shading (WebGL)

Edit the shader code below and click on the button to see the result:

```
precision medium
varying vec3 nor
varying vec3 ver

uniform int mode
uniform float Ka
uniform float Kd
uniform float Ks
uniform float sh

// Material colo
uniform vec3 amb
uniform vec3 dif
uniform vec3 spe

uniform vec3 lig

void main() {
  vec3 N = norma
  vec3 L = norma

  // Lambert's c
  float lamberti

  float specular
```

Reload Shader Code

Phong Shading | Cube | normal mode

Ambient reflection coefficient (ka):	0.21	Ambient color:		Light position:	
Diffuse reflection coefficient (kd):	1.0	Diffuse Color:		X: 1	
Specular reflection coefficient (ks):	0	Specular Color:		Y: 1	
Shininess: 29		Background Color:		Z: -1	

2-real.jpg

...

2-phong.jpg

...

How to Submit

- What you have to submit:
  - Only **one** .zip file
  - You can set any filename, but in English

How to Submit

- Submit your assignment **only through the Assignment (과제) menu of the lecture home** at portal.hanyang.ac.kr.

- **Recommended due date: Today's lecture end time**

- (Hard due date: 23:59 Today)