Name

reflect — calculate the reflection direction for an incident vector

Declaration

genType **reflect**(genType *I*,
                  genType *N*);

genDType **reflect**(genDType *I*,
                   genDType *N*);

Parameters

I

     Specifies the incident vector.

N

     Specifies the normal vector.

Description

For a given incident vector *I* and surface normal *N* **reflect** returns the reflection direction calculated as $I - 2.0 * dot(N, I) * N$.

N should be normalized in order to achieve the desired result.

Version Support

Function Name	OpenGL Shading Language Version											
	1.10	1.20	1.30	1.40	1.50	3.30	4.00	4.10	4.20	4.30	4.40	4.50
reflect (genType)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
reflect (genDType)	-	-	-	-	-	-	✓	✓	✓	✓	✓	✓

See Also

dot, refract

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