

Hamza Hameed

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EECS 672

### Project 3 Report

The main new model for the scene are the streetlights. Their geometry is simple but they are put in the scene in order to give light in a way that makes sense. All of my light sources are defined in MC because I wanted them to be coming from somewhere in the scene, specifically from the streetlights. This is also why they are positional rather than directional. Instead of using rgb values for colors of everything as was done before, now everything has a Phongmaterial in order to look more realistic.