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**CS4600 Assignment 5 Write Up**

**Overview:**

This assignment was challenging and time consuming for me. I’ve spent more than twenty hours working on it. On a positive note, this assignment taught me a lot about lighting. I was able to complete all of the required functionality.

**Design Choices:**

I chose the initial variables for the eye and at coordinates to be similar to those that I set for assignment 4. I have the eye at (0, 0, 10) looking at the point (1, 0, 0), so that they eye is looking down the minus z axis looking at the front of the dog. I chose to make up some colors of my own so that I could color each sphere a different color. For the light position, I chose to place it at (5, 5,2) because it shows off my model nicely. I pretty much followed the specs for the rest of the requirements.

Bugs and things I wish I had more time for:

I would like to remove the shading from my light source and have it glow more. I would like to get a better looking texture map on my sphere. I know of another way of making spheres with latitude and longitude bands, I think it would be better suited for texture mapping. I would also have liked more time to test.

**Notes to grader:**

I’ve been running and testing my assignment in Firefox. **Please use Firefox for grading**.

**Please give up to 30 seconds to render.**

The page may take a long time to render, depending on the device you are using. This is because I had to increase the number of vertices in the geometry in order to get my sphere to look somewhat decent for texture mapping. **If it is not loading at all,** please open Shading\_Lighting.js and change the variable numTimesToSubdivide to either 5 or 4.

You probably won’t notice much difference between vertex lighting and fragment lighting, but if you look at my code, I believe I’m doing it correctly.