Project 6: Specular Lighting

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CST-310

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GitHub Link: <https://github.com/hydrenoid/CST-310>

Project *6*: Specular Lighting

Part 1

1. Theoretical background, mathematical concepts, programming concepts, aesthetic decisions, etc.

The aim of this project is to enhance our observational skills and technical abilities by engaging in

2. All the shininess values explained and added in the code.

For this project I decided to look locally as where I live has many different scenes available to me. For my

1. A detailed algorithm (flowchart) depicting the logic of your approach to generating the cubes with different shininess.

Fdsafdsafdafdsa

1. A detailed algorithm for meshes, illumination, and shininess that implements each cube after a query is entered.