**Lighting Work**

The lighting is separated into different sections, ambient intensity, diffuse intensity, specular intensity, shininess, and the light position. Each object will have two lights shining it in this project.

**Ambient Intensity**

Snorlax

The initial settings of snorlax in figure 1 looked bright with the ambient intensity of (0.5, 0.5, 0.5), diffusion intensity of (0.9, 0.9, 0.5), and specular constant of (0.9, 0.9, 0.5).

A cartoon of a blue and white cat

Description automatically generated

Figure 1. Snorlax before light adjustment.

By changing the values of the ambient intensity to (0.5, 0.5, 0.4), diffusion intensity of (0.8, 0.8, 0.6), specular constant of (0.9, 0.8, 0.6), and lowering the ka value from 1.0 to 0.4, it gives snorlax warmer look (Figure 2).

A cartoon of a blue and white cat

Description automatically generated

Figure 2. Snorlax after adjustment.

Voltorb

Similarly, the starting values of Voltorb in figure 3 looked bright with the ambient intensity of (0.5, 0.5, 0.5), diffusion intensity of (0.9, 0.9, 0.5), and specular constant of (0.9, 0.9, 0.5).

A red and white ball with a cartoon face

Description automatically generated

Figure 3. Voltorb before light adjustment.

By changing the values of the ambient intensity to (0.45, 0.45, 0.4), diffusion intensity of (0.6, 0.6, 0.5), specular constant of (0.6, 0.6, 0.55), and lowering the ka value from 1.0 to 0.7 through try and error, it gives Voltorb clearer and warmer look (Figure 4).

A red and white ball with a face

Description automatically generated

Figure 4. Voltorb after adjustment.

Pikachu

Lastly, the initial settings of Pikachu in figure 5 looked bright with the ambient intensity of (0.5, 0.5, 0.5), diffusion intensity of (0.9, 0.9, 0.5), and specular constant of (0.9, 0.9, 0.5).

A cartoon character of a yellow animal

Description automatically generated

Figure 5. Pikachu before light adjustment.

By changing the values of the ambient intensity to (0.45, 0.45, 0.4), diffusion intensity of (0.6, 0.6, 0.5), specular constant of (0.6, 0.6, 0.55), and lowering the ka value from 1.0 to 0.7 through try and error, it gives Pikachu warmer and clearer look as well (Figure 6).

A cartoon character of a yellow animal

Description automatically generated

Figure 6. Pikachu after adjustment.