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CS 550- Introduction to Graphics
Project 4
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Project 4

Video Link – https://media.oregonstate.edu/media/t/1_dhdkmwco

Description :

Objects –

Centre Sphere - Smooth shaded & Dull

Teapot - Smooth shaded & Shiny

Other Spheres – Shiny

Torus – Flat Shaded and Shiny

Revolving Sphere – Applied texture with Modulate

Lights :

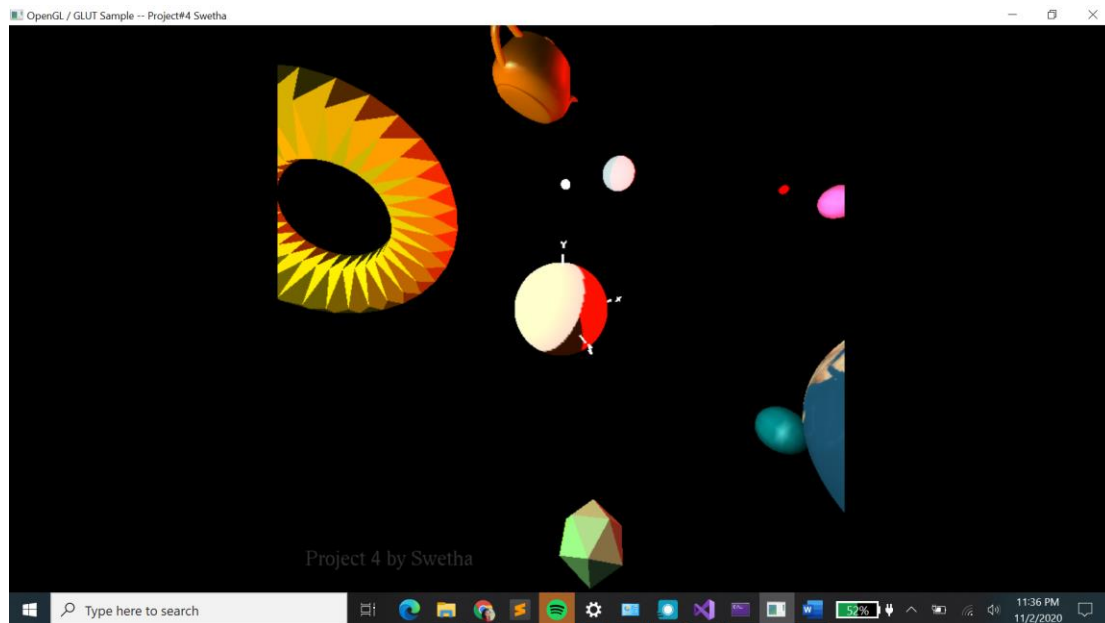
Light 0 – White light which is a Point light. (Keyboard Key to switch off and on - 0)

Light 1 – Revolving Yellowish green light which is a Spot light. (Keyboard Key to switch off and on - 1)

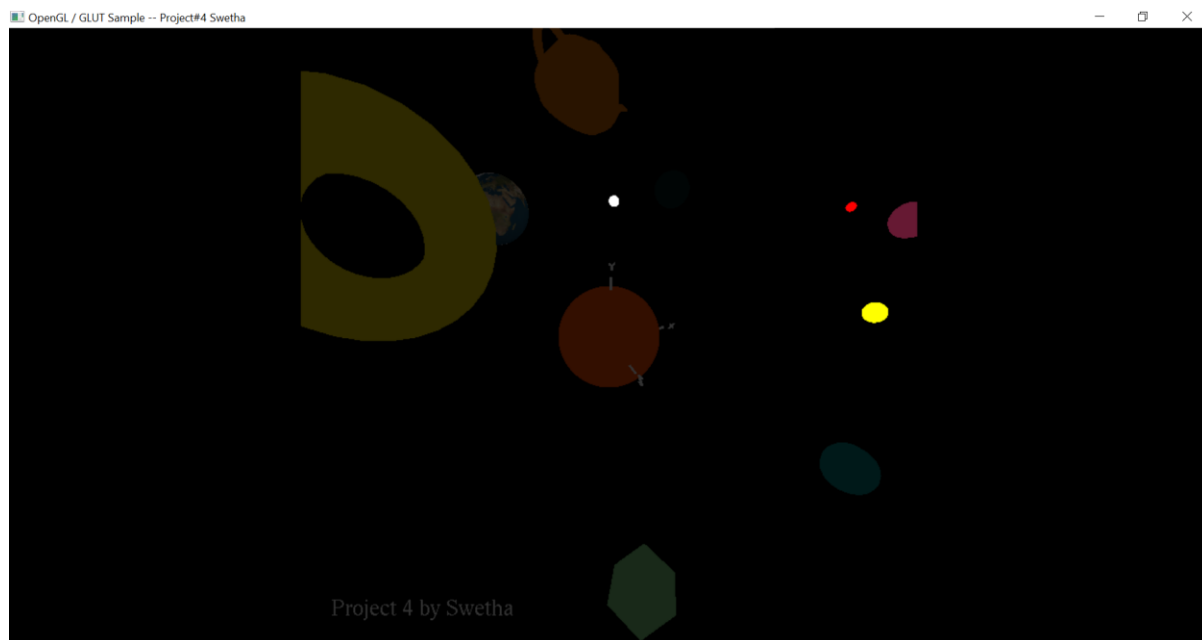
Light 2 – White light which is a Point light. (Keyboard Key to switch off and on - 2)

Screenshot :

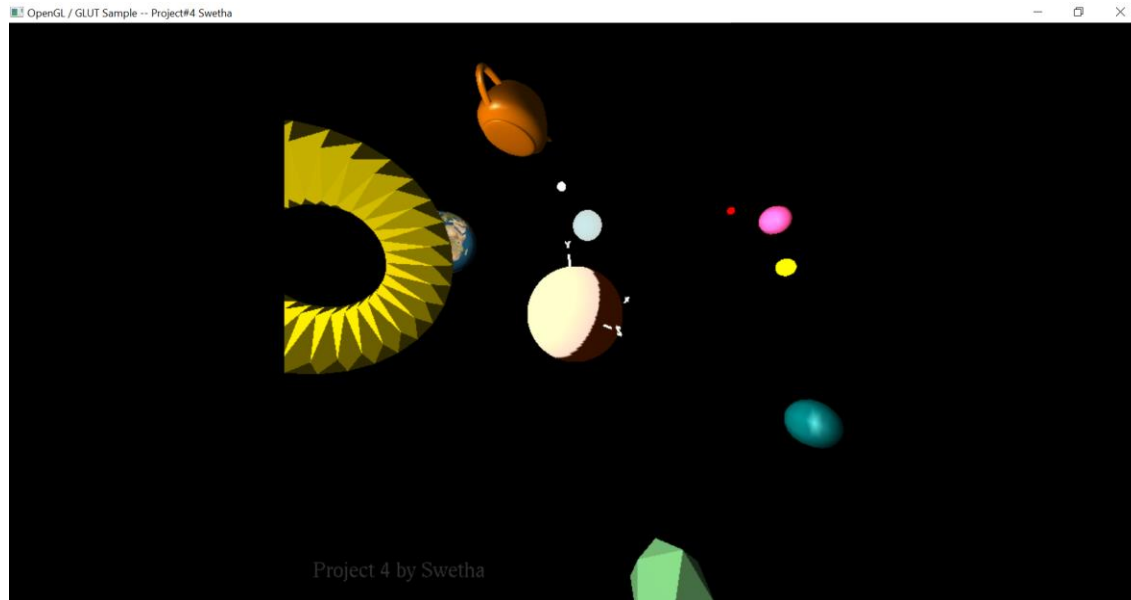
When all the lights are turned on :



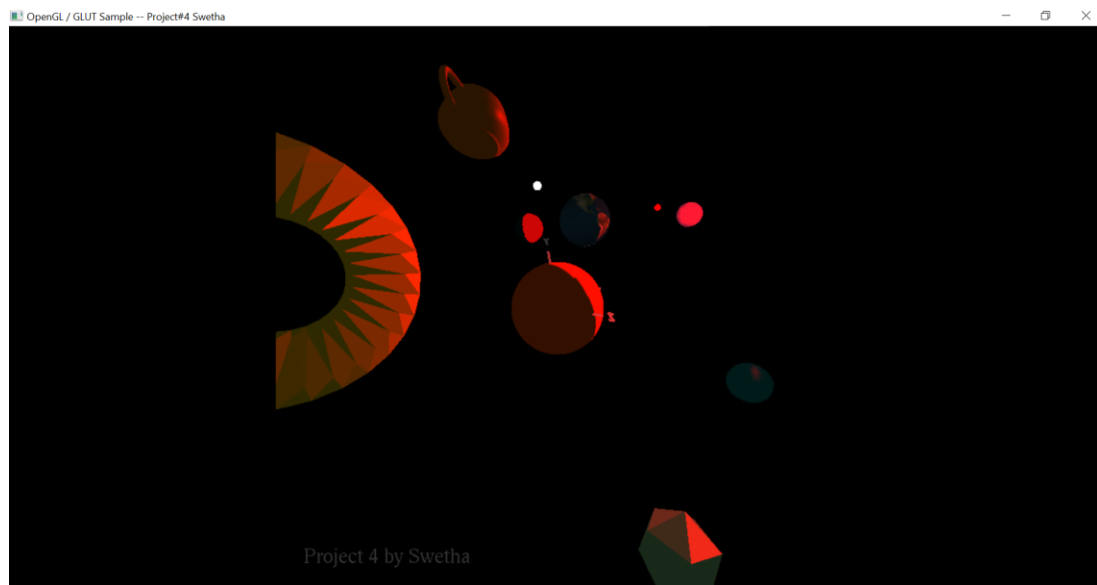
When all the lights are turned off



When Light 2 – revolving light is turned on:



Light 2 : Red Point Light :



Extracredit :

The revolving sphere with world map texture applied to it using Modulate function.

