Joshua Nelson

CST-310

Ricaro Citro

Grand Canyon University

Description: *Describe the relationship between illumination and shading. Provide an example in OpenGL and post the code and a screenshot. Solicit feedback from the instructor and classmates. Provide feedback on others' implementations.*

Overview:

* Illumination is how a light source might interact with another object within a scene (physics or simulation of light)
* Shading is how the light and illumination is visually represented on the surface of an object.

Different shading models can show illumination slightly different. For example:

* Flat Shading: one normal per face (uniform lighting)
* Gouraud shading: vertex normal interpolated (smooth lighting)
* Phong shading: per-fragment lighting (most realistic)

Screenshot of Implementation:  
  
A blue square in a black background

AI-generated content may be incorrect.