

Sparkle the Rat

PROJECT 6

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Images

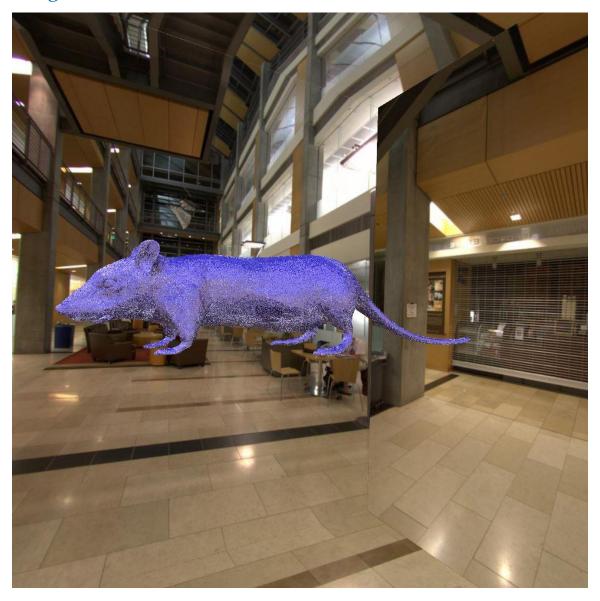


Figure 1: Slightly different blue, we can see a mild reflection on the tummy of the rat

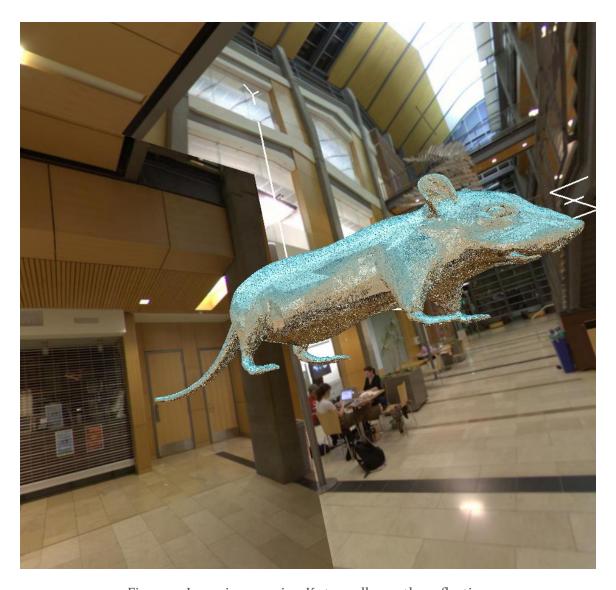


Figure 2: Large increase in uKr to really see the reflection

KEY CODE

```
//Use reflect in lighing for a very shinny look
   vec4 specular = uKs * s * uSpecularColor;
   vec3 reflcolor = textureCube( uReflectUnit, R ).rgb;
   gl_FragColor = vec4( ambient.rgb + diffuse.rgb + specular.rgb +
uKr*reflcolor.rgb, 1. );
}
```

VIDEO LINK

https://media.oregonstate.edu/media/t/o di5bxu8i

COMMENTS

My rat's name is Sparkle. Using noise small sparkly specs appear across her body. She also has reflective lighting to show how shiny and sparkly she can be. The lighting can be adjusted so Sparkle reflects less or more of the cube map around her. A-D-S can be set at o to really showcase the reflective lighting.