

Computer Graphics

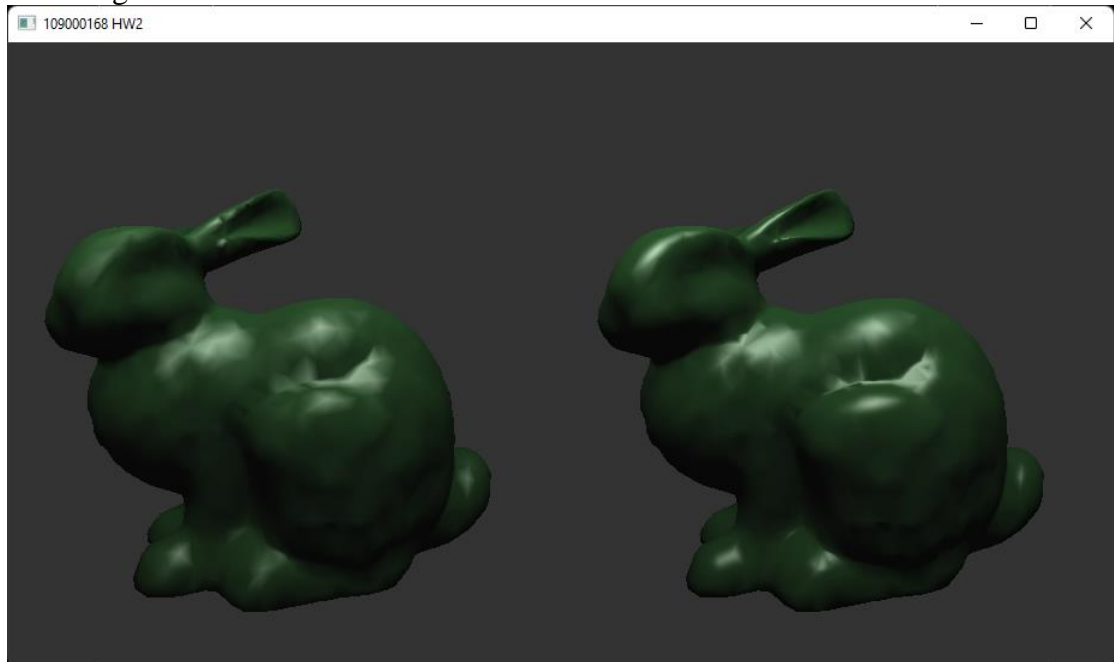
Assignment 2 Lighting

109000168 許媛香

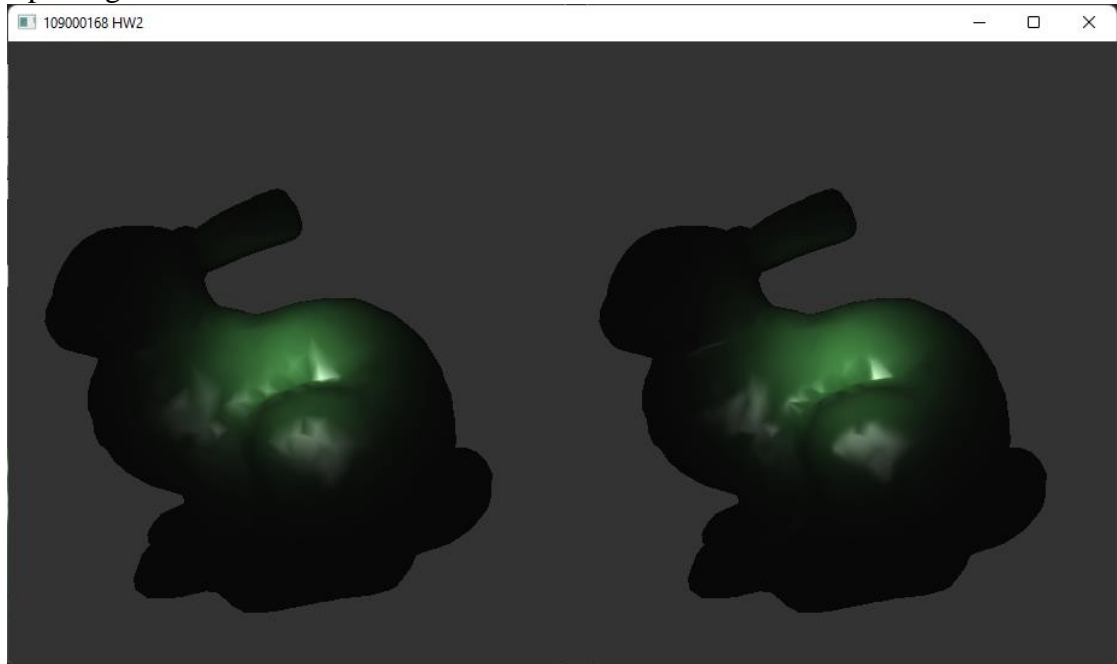
- Directional Light



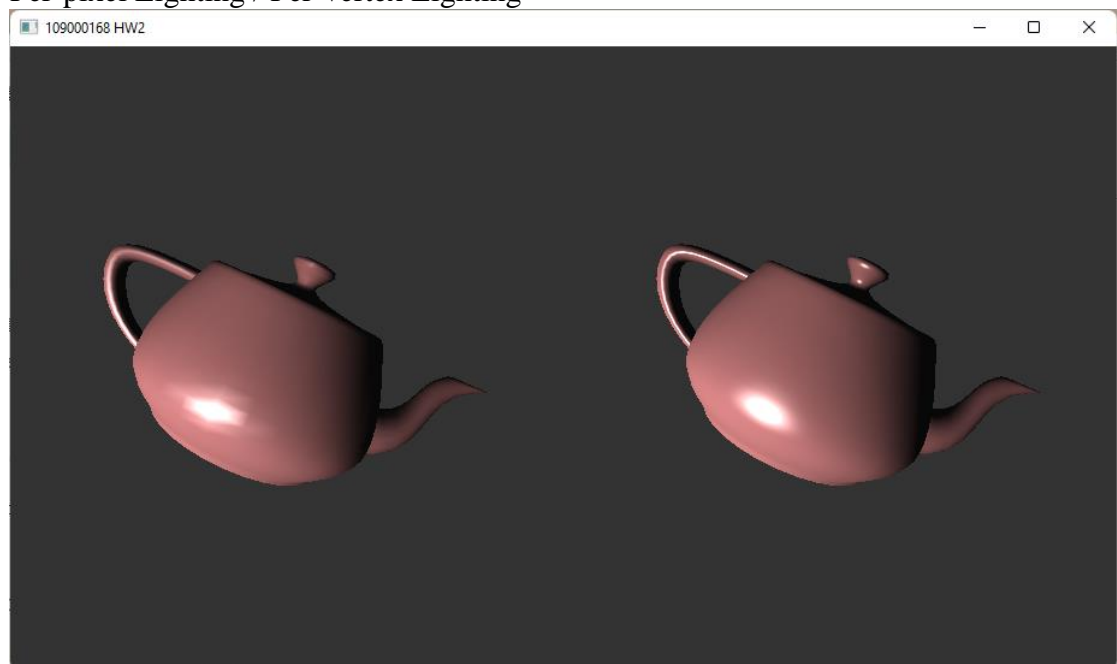
- Point Light



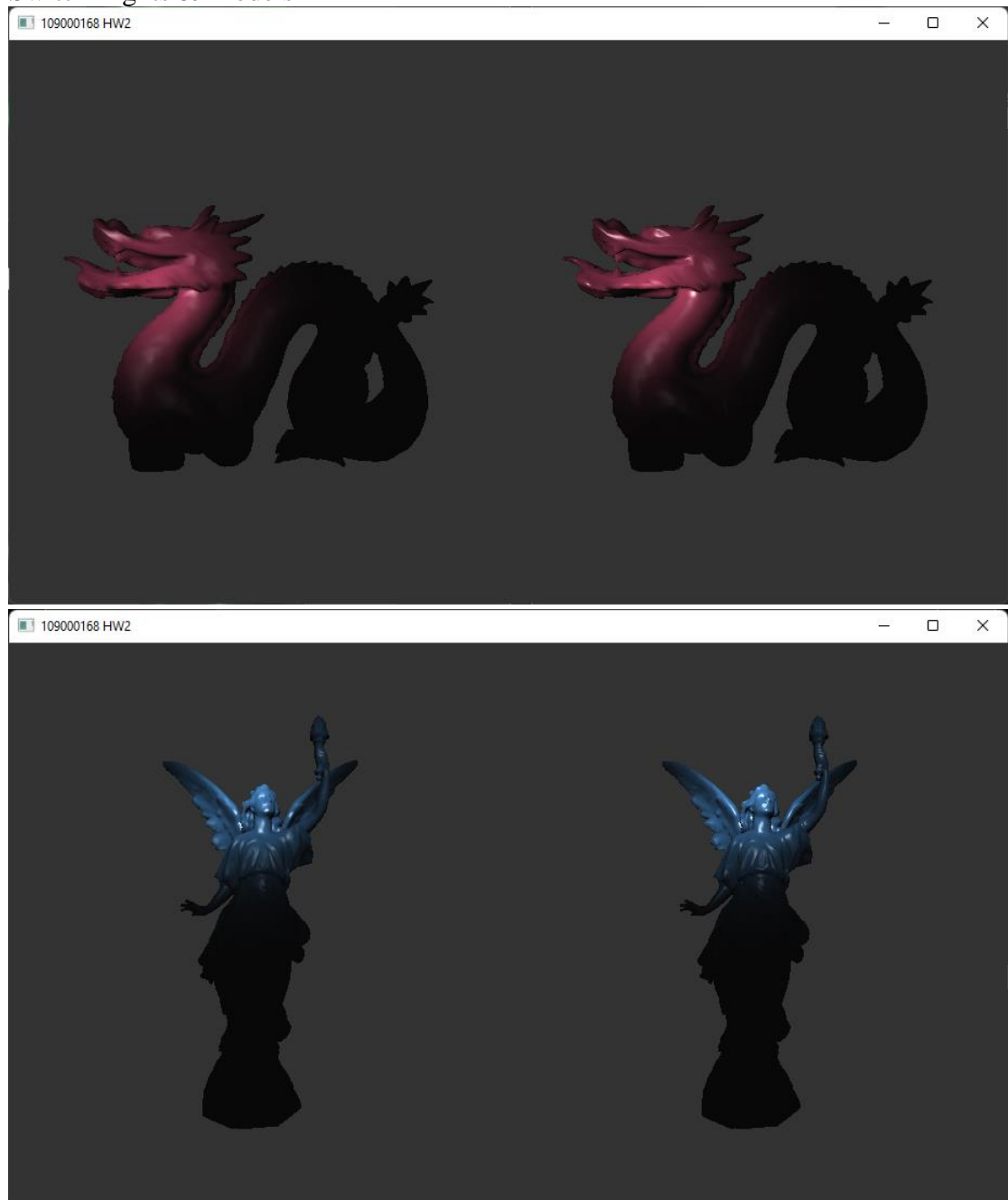
- Spot Light

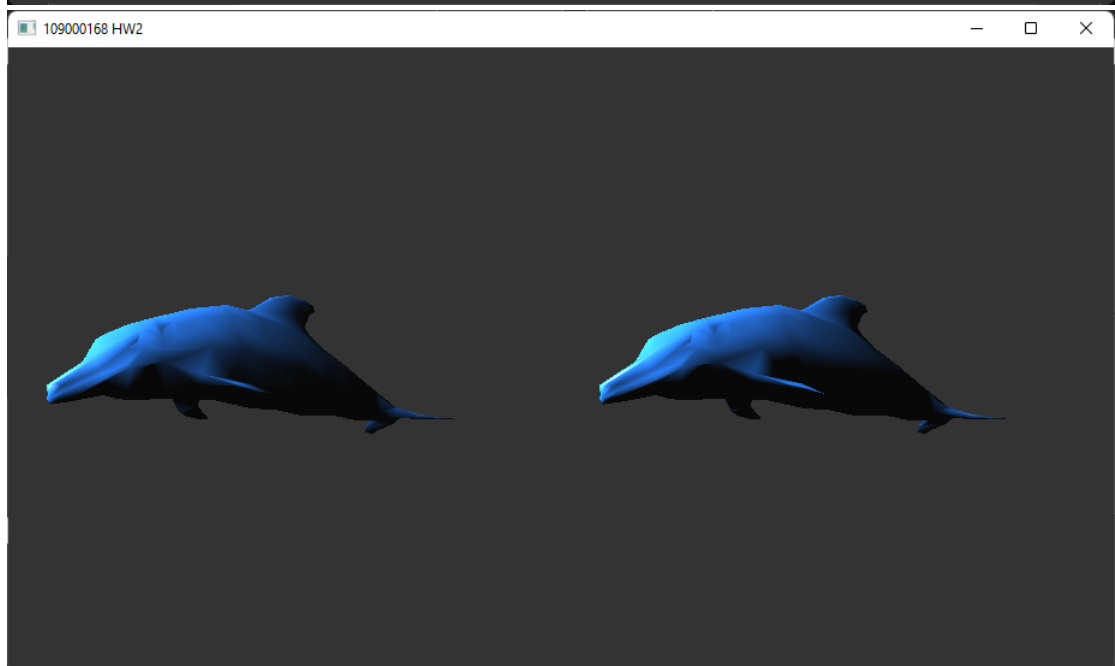
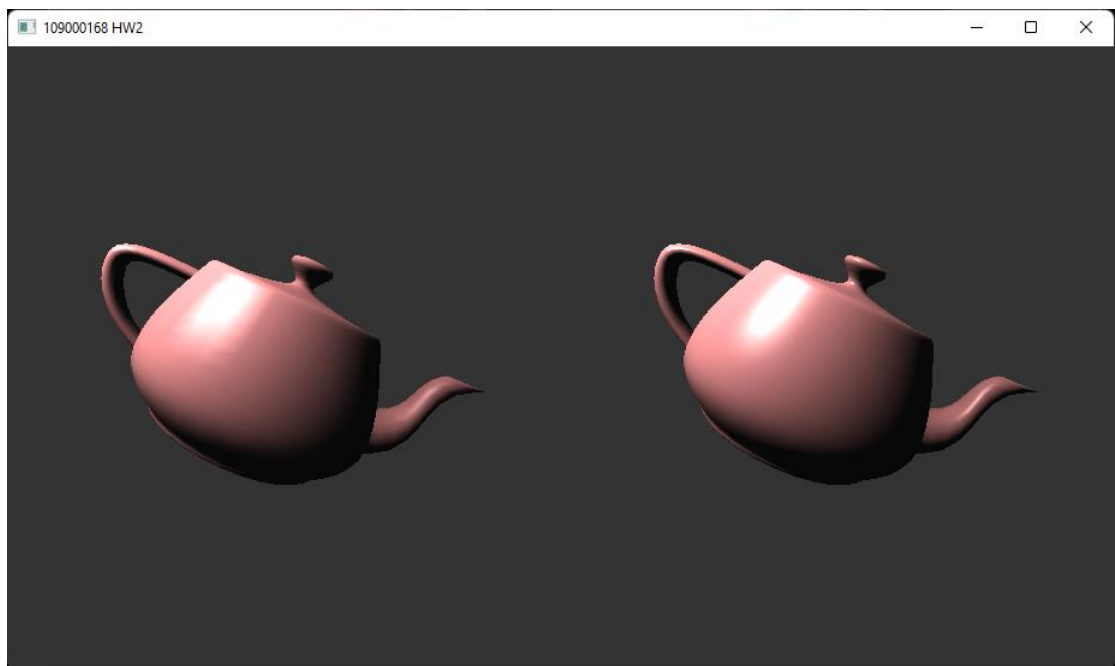


- Per-pixel Lighting / Per-vertex Lighting

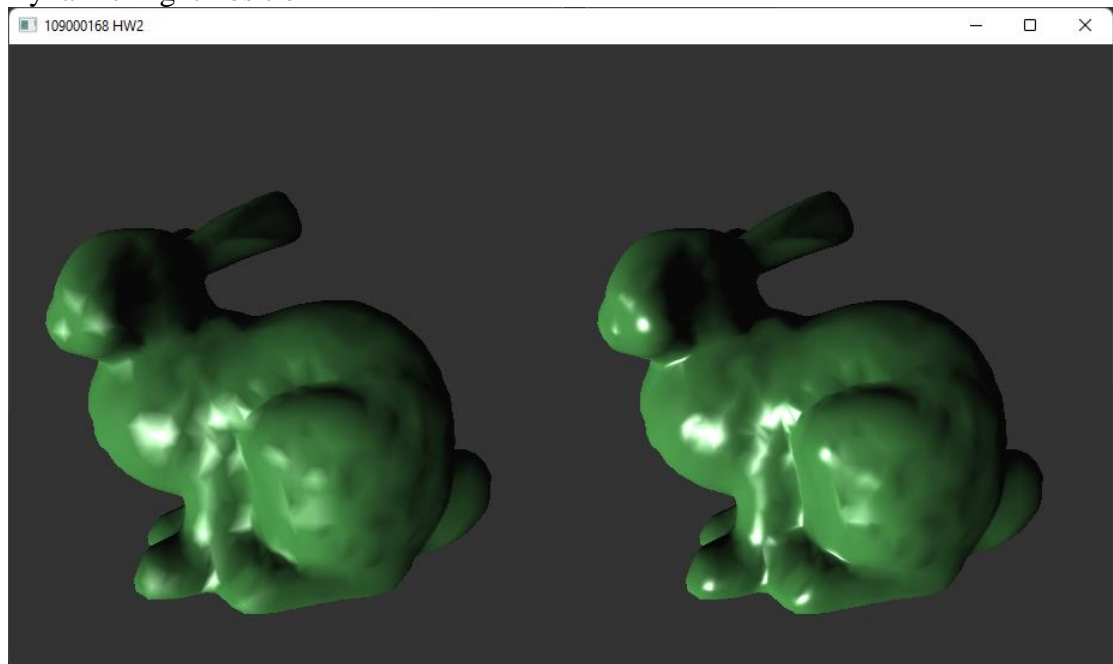


- Switch Lights & Models

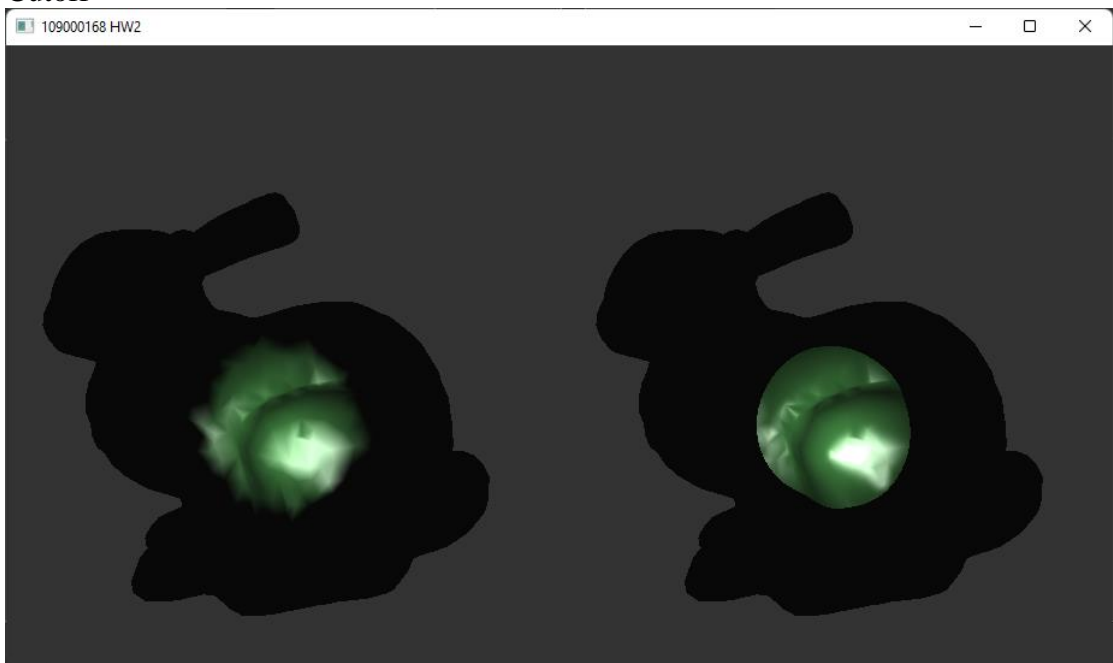




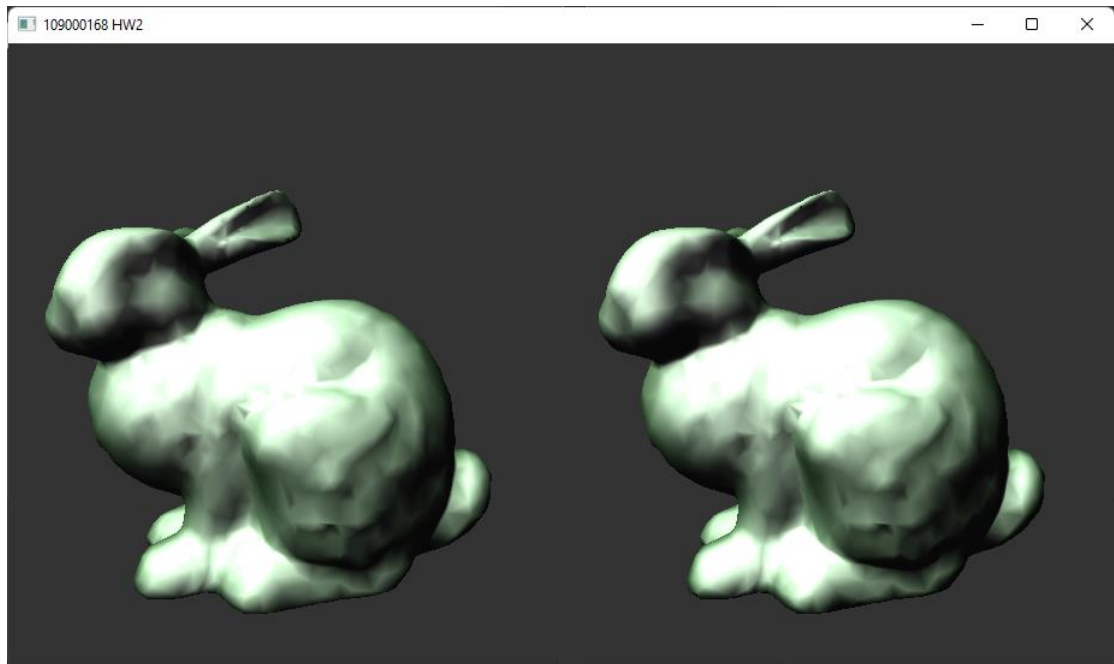
- Dynamic Light Position



- Cutoff



- Shininess



- Program Control

The controlling is based on the description in **AS02_Detail**.

- Keyboard

- Z/X : switch the model
- T : switch to translation mode
- S : switch to scale mode
- R : switch to rotation mode
- L : switch between directional / point / spot light
- K : switch to light editing mode
- J : switch to shininess editing mode

- Mouse (for **translation** and **scaling**)

- drag horizontally : change x-axis
- drag vertically : change y-axis
- scrolling the wheel : change z-axis

- Mouse (for **rotation**)

- drag horizontally : change y-axis
- drag vertically : change x-axis
- scrolling the wheel : change z-axis

- Mouse (lighting for **directional** or **point light** and **cutoff angle** for **spot light**)

- drag horizontally : change x-axis
- drag vertically : change y-axis
- scrolling the wheel : change diffuse intensity

- Mouse (for **shininess**)

- scrolling the wheel : change shininess

- Special things

None