

Image: 1 – only ambient

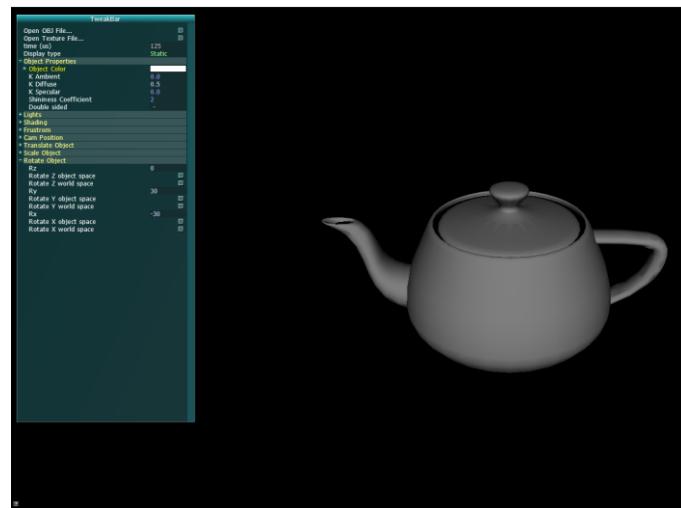


Image: 2 – only diffuse Light

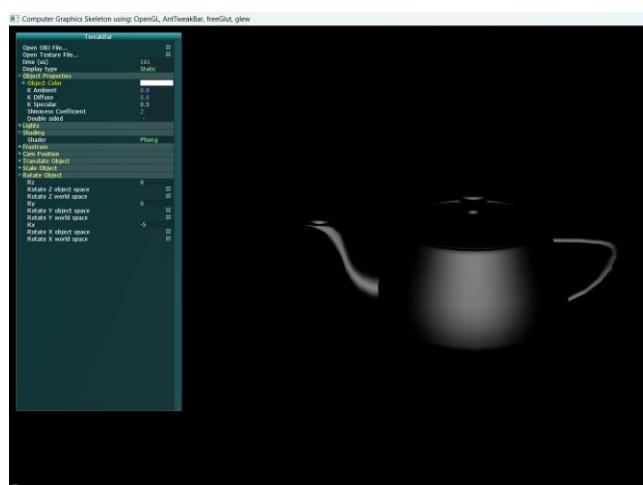


Image: 3 – only specular Light

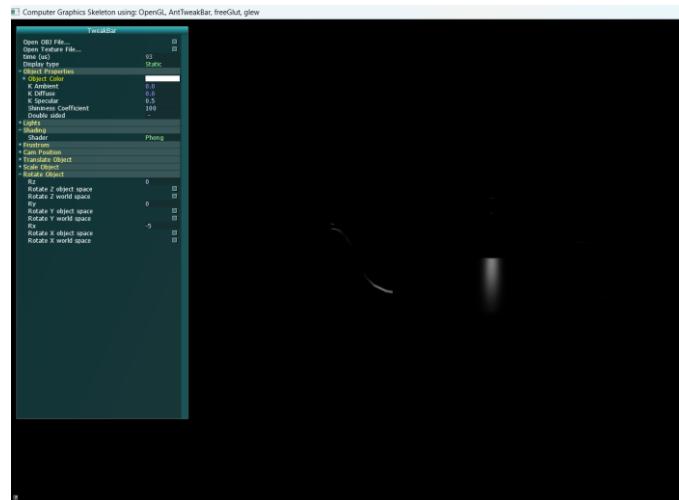


Image: 4 – only specular Light with higher SC

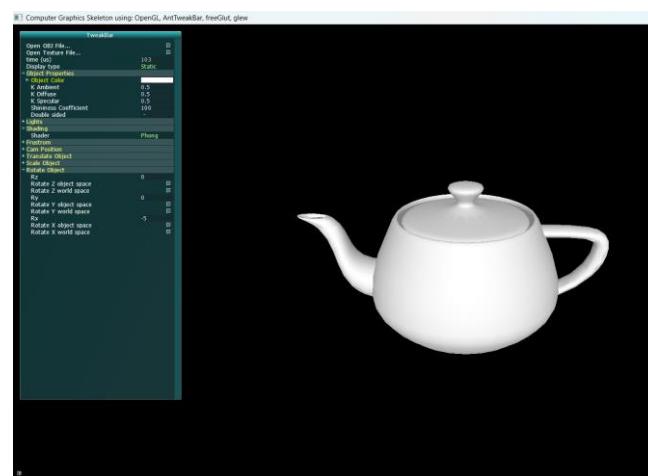


Image: 5 – all coefficients on 0.5

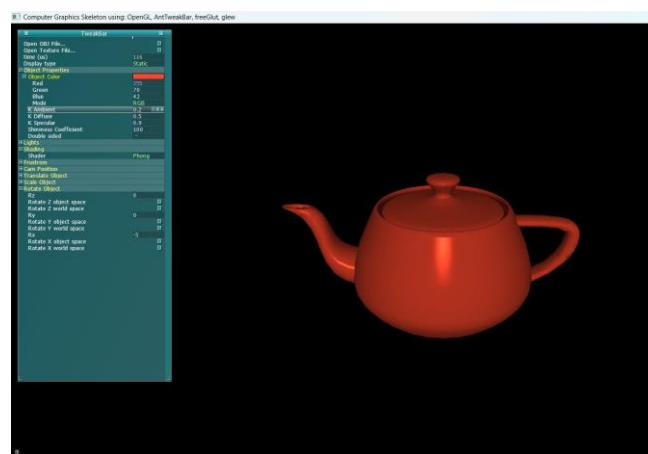


Image: 6 – RGB = [255,70,42] coefficients = [0.2,0.5,0.9] A red metallic Teapot

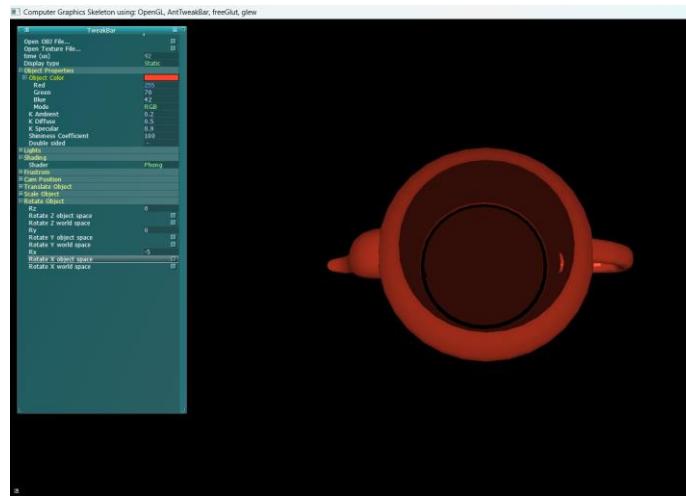


Image: 6 – one sided object

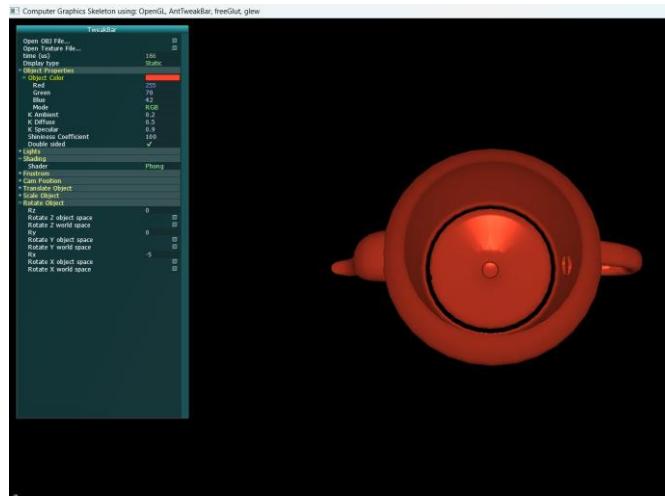


Image: 7 – object is double sided

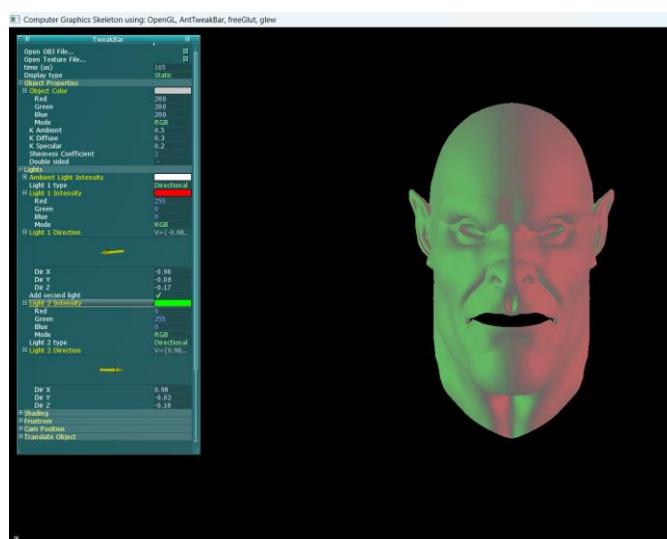


Image: 8 – two light sources(and ambient) in different colors with low SC(to make it more visible)

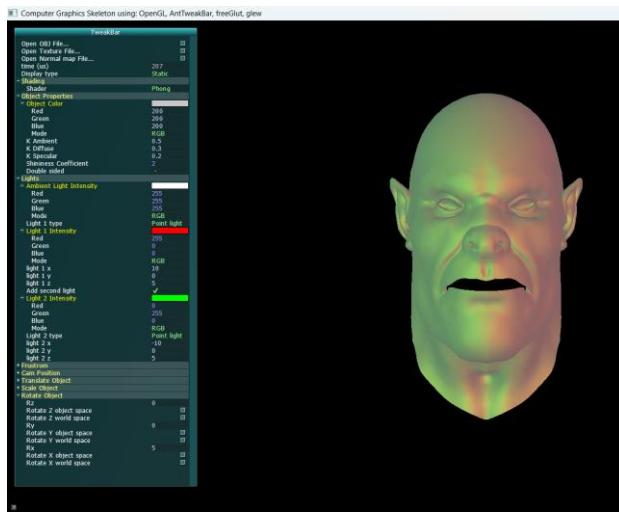


Image: 9 –Light sources are point lights

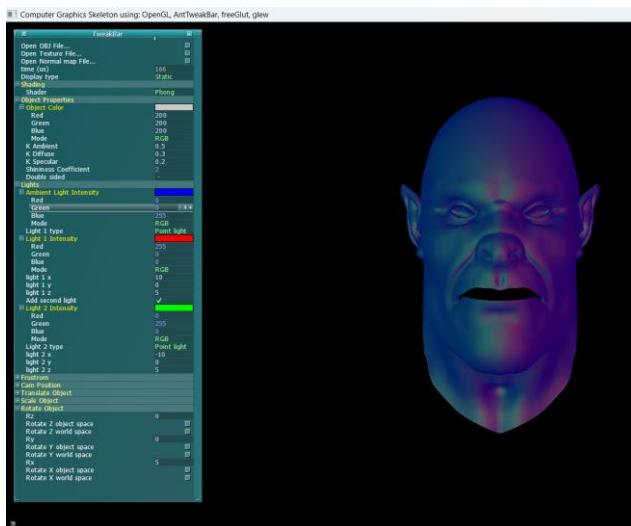


Image: 10 – same but ambient light is blue

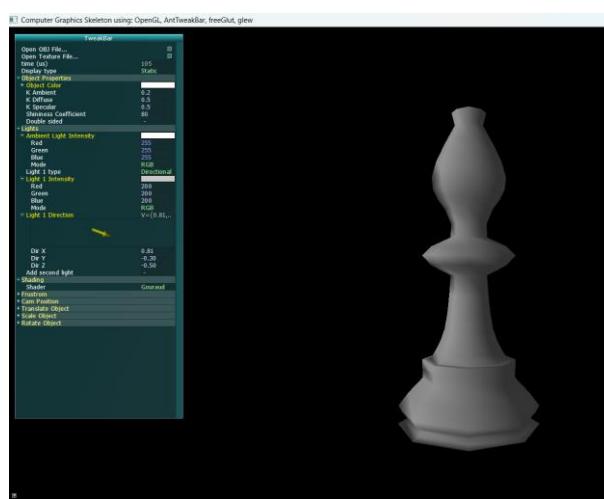


Image: 11 – Bishop Gouraud shading

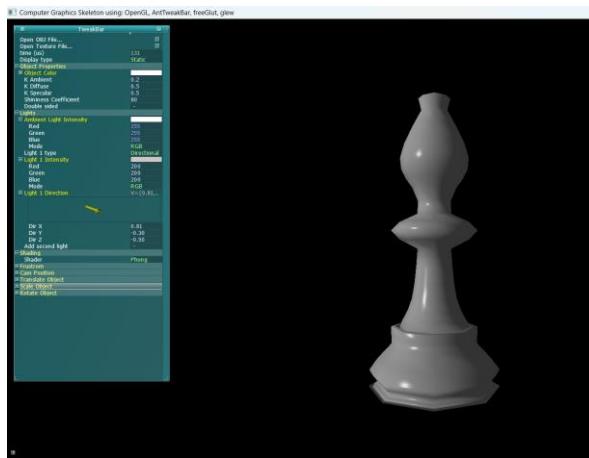


Image: 12 – Bishop phong shading shading

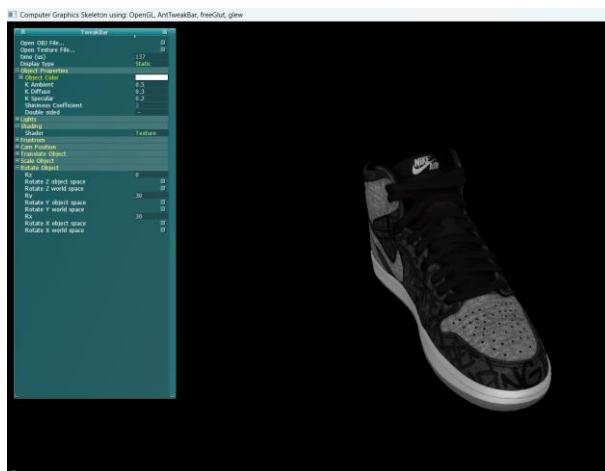


Image: 13 – texture

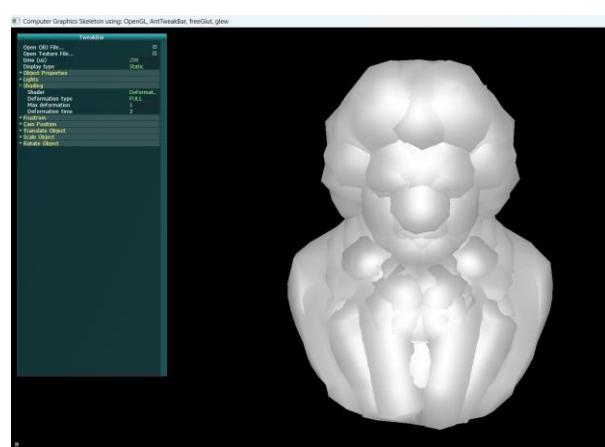


Image: 14 – deformation v1

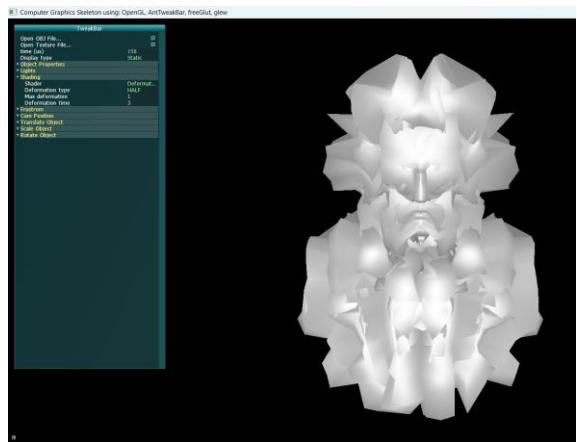


Image: 15 – deformation v2



Image: 16 – bezier curve

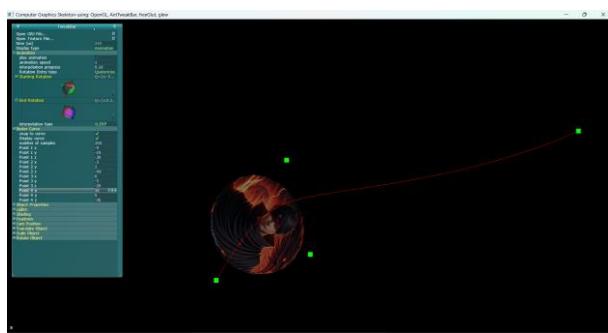


Image: 17 – bezier curve v2

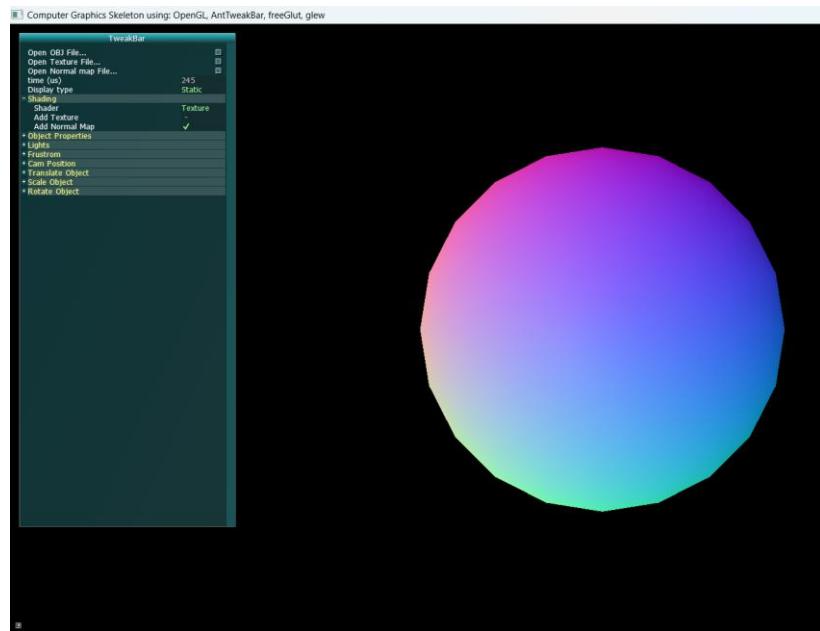


Image: 18 – normal map visualization(we can see that it is smooth for this obj)

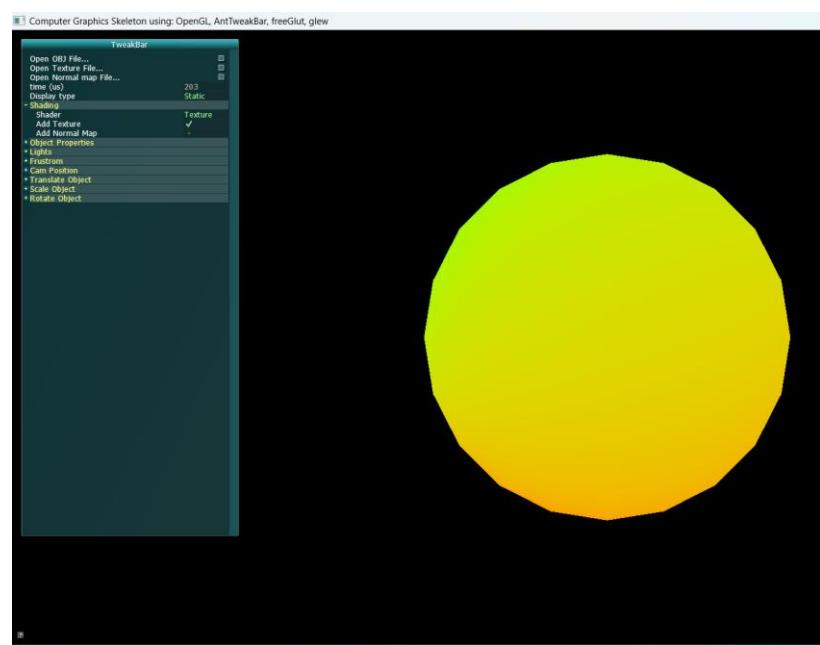


Image: 19 – texture coords visualization(same)

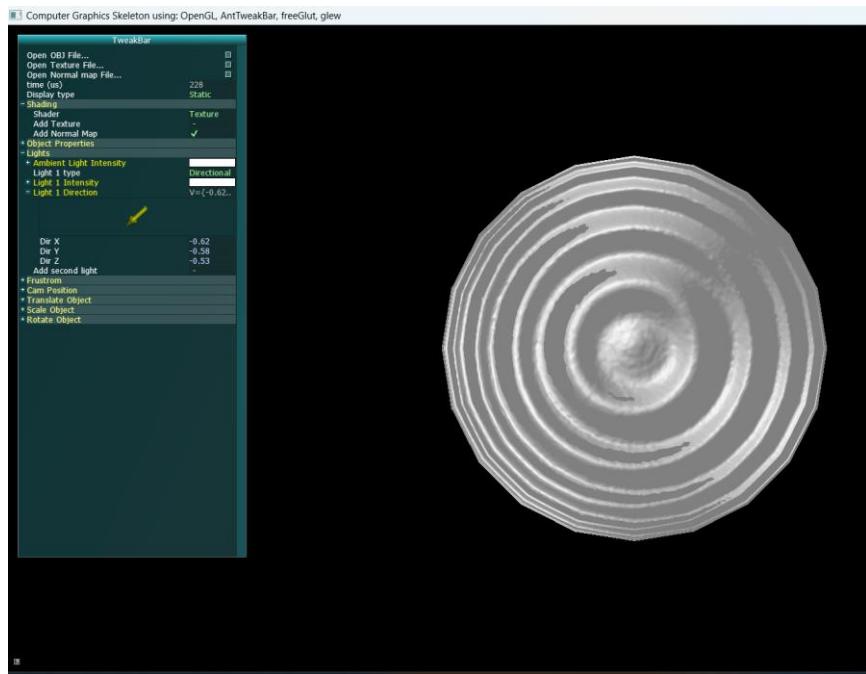


Image: 20 – with a loaded normal map

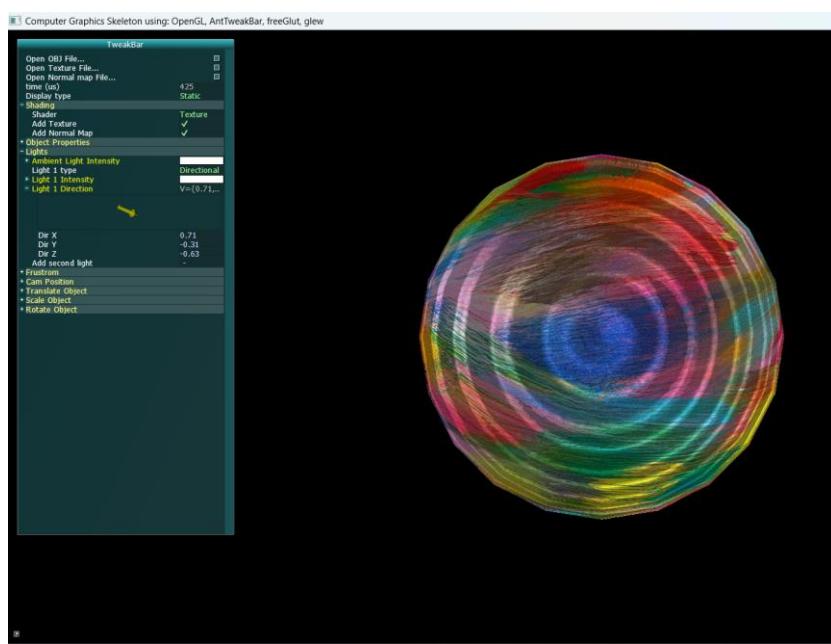


Image: 21 – with texture loaded

And now some nice images

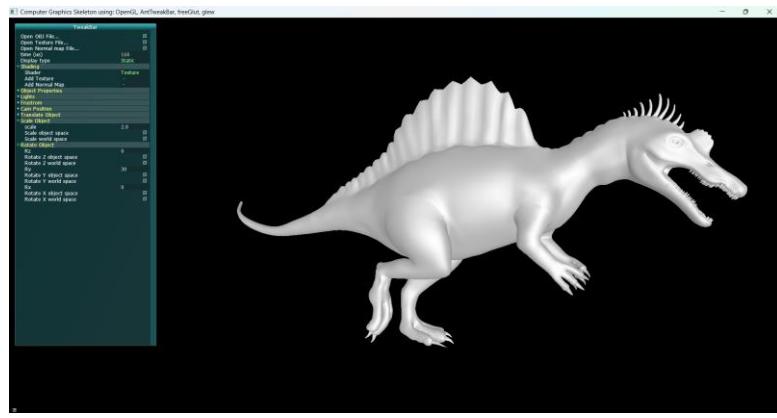


Image: 22 Spinosaurus – no texture no normal

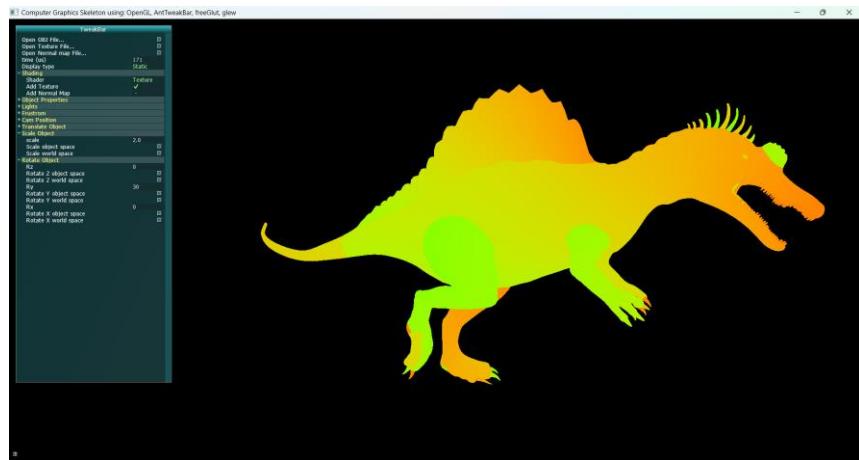


Image: 23 – texture map visualization

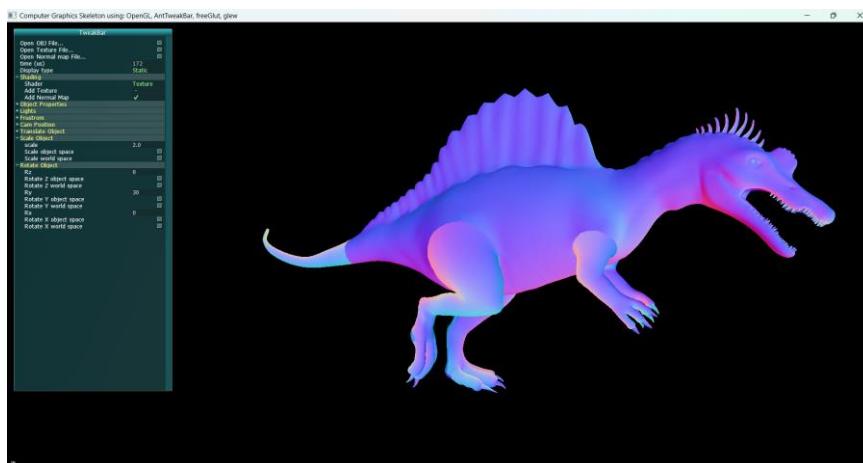


Image: 24 –normal map visualization

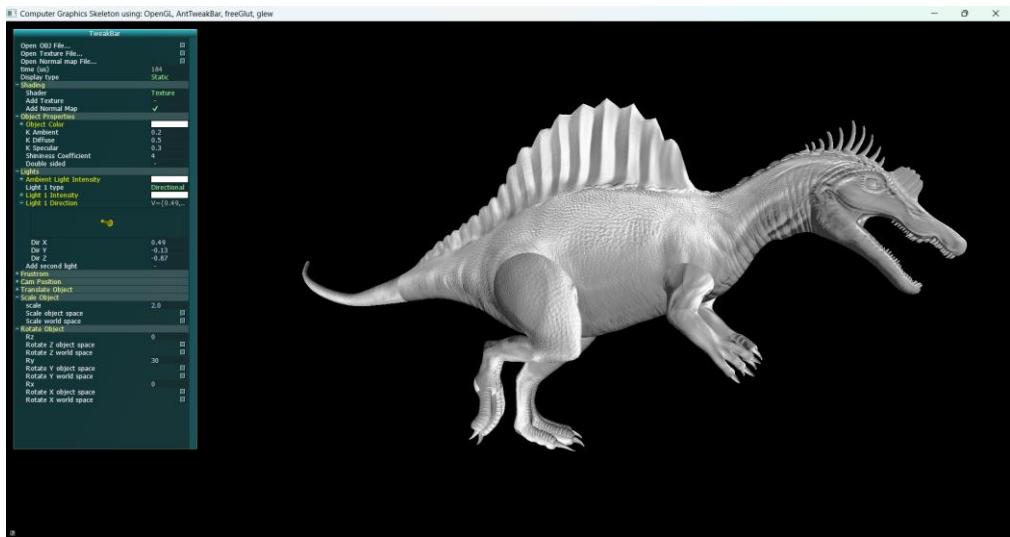


Image: 25 – normal map without texture

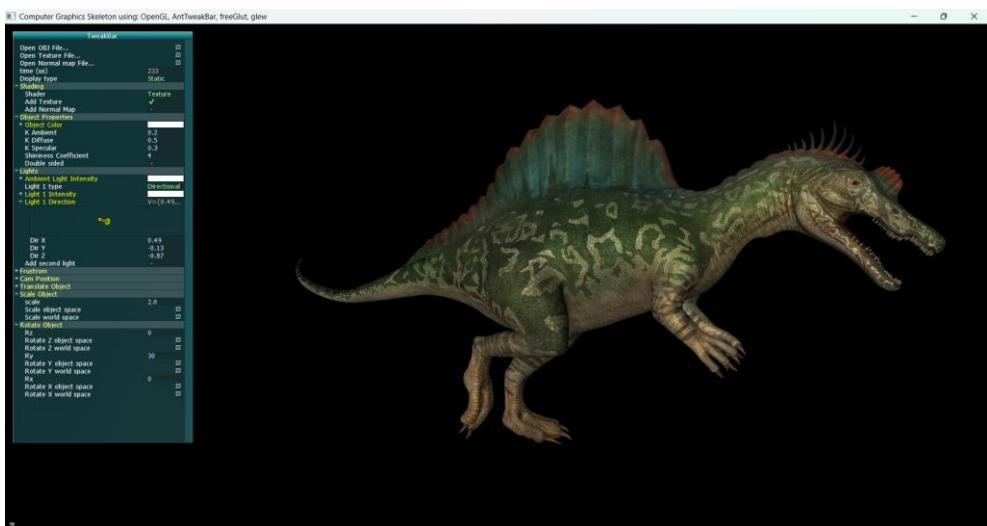


Image: 26 – texture only

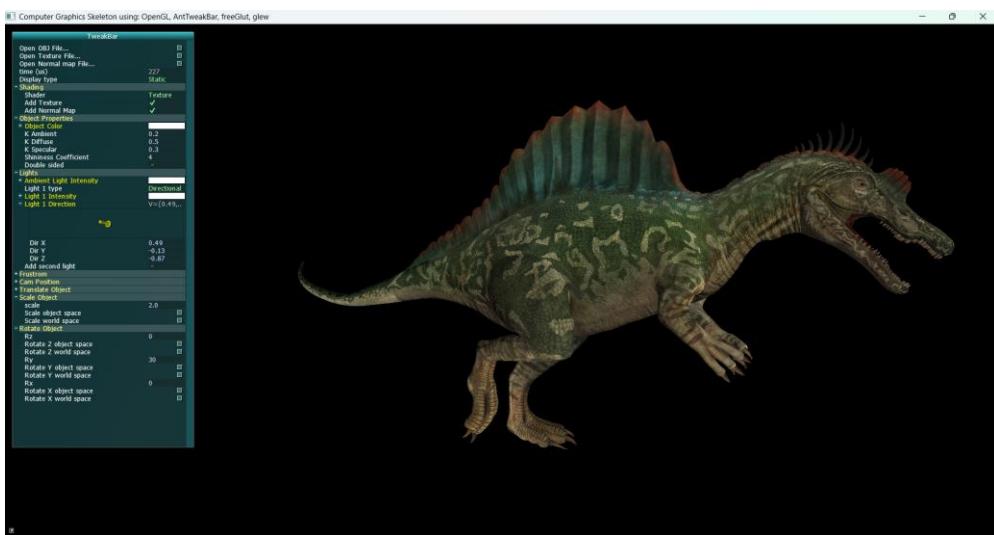


Image: 27 – texture and normal map

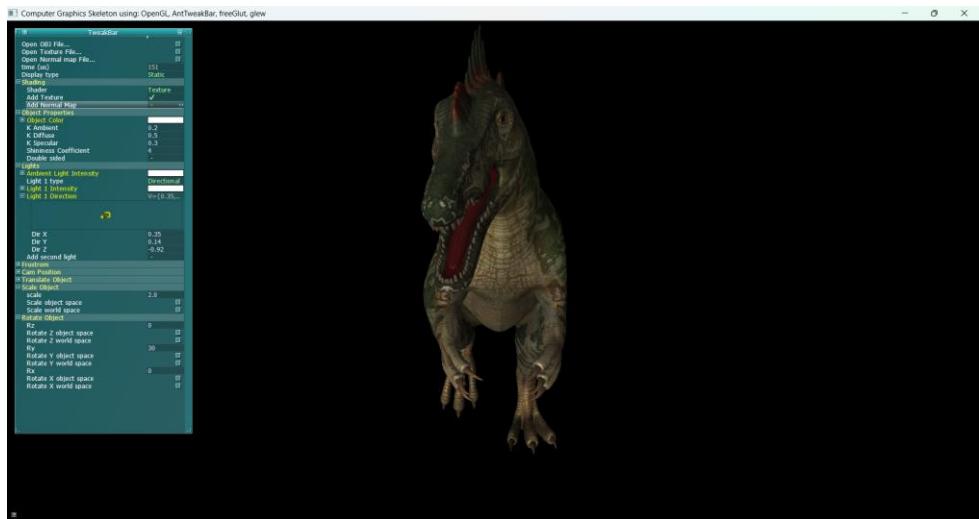


Image: 28 – texture only

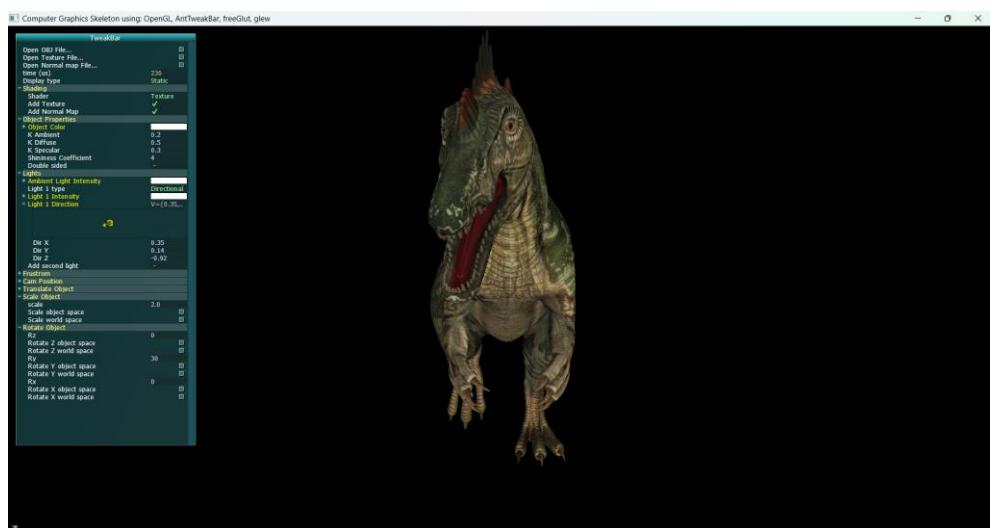


Image: 29 – texture and normal map

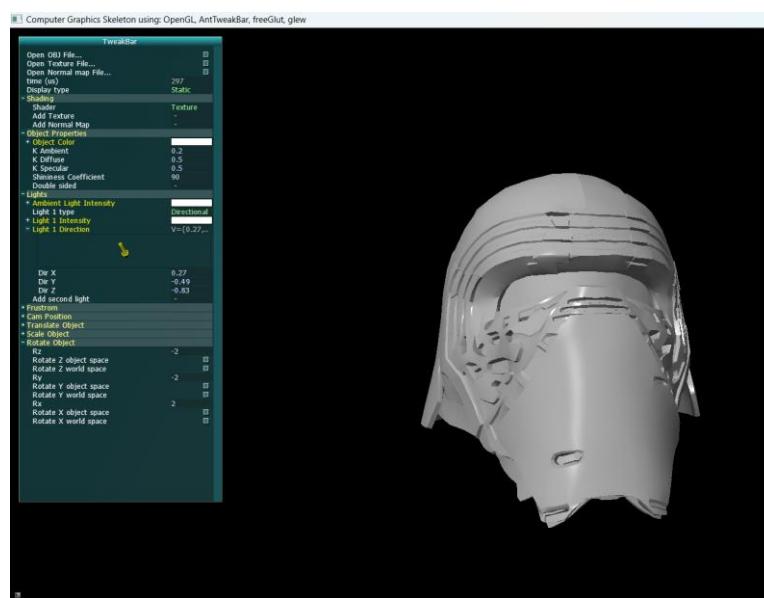


Image: 30 – helmet base

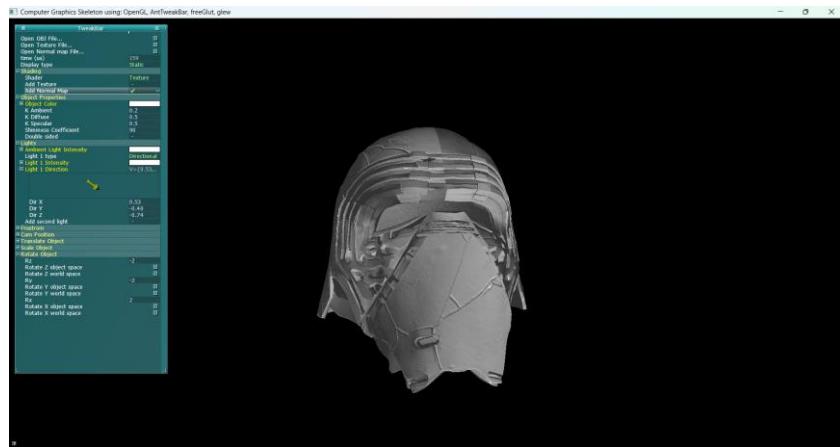


Image: 31 – only normal map

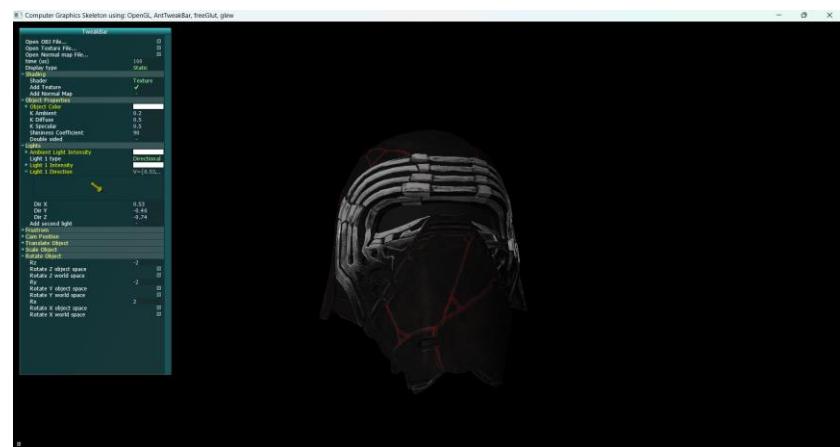


Image: 32 – only texture

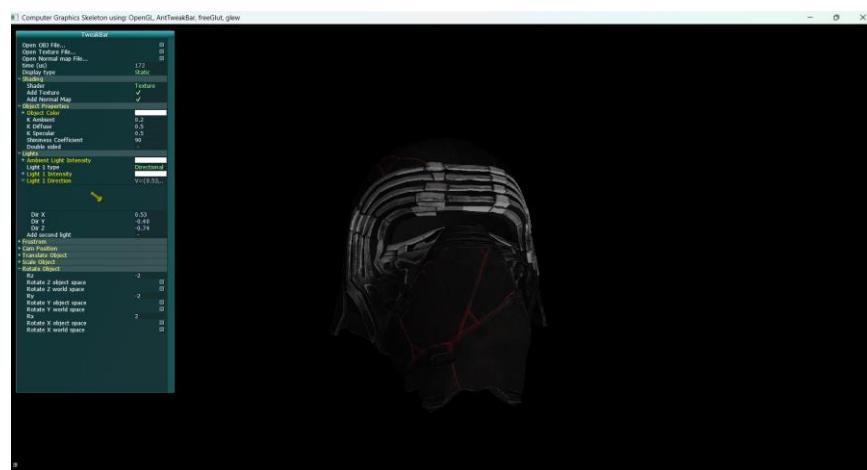


Image: 33 – texture and normal map

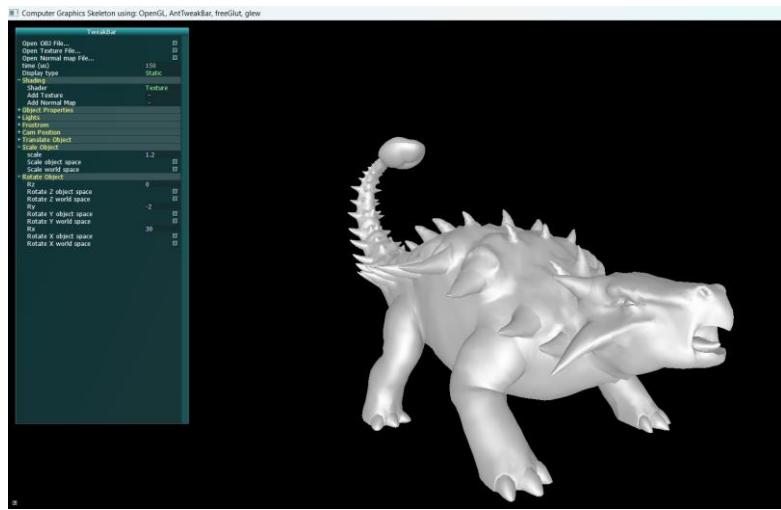


Image: 34 – ankylosaurus base

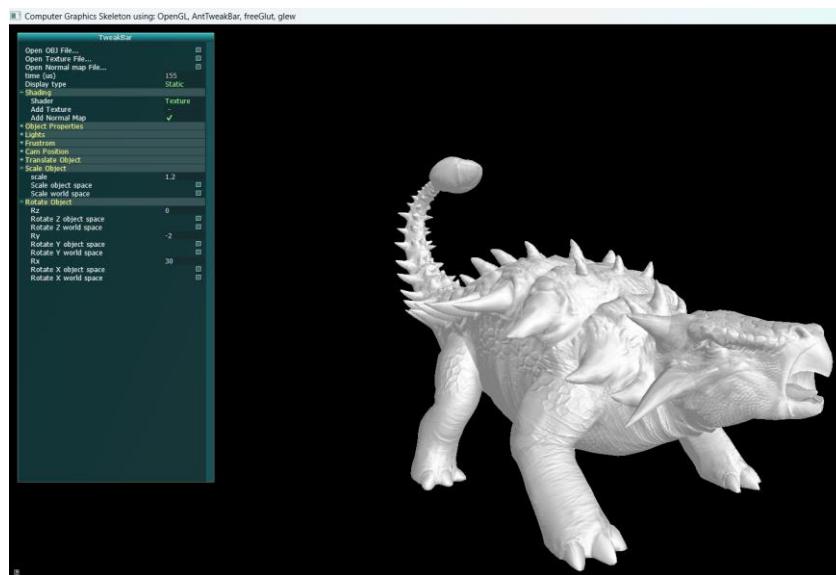


Image: 35 – only normal map

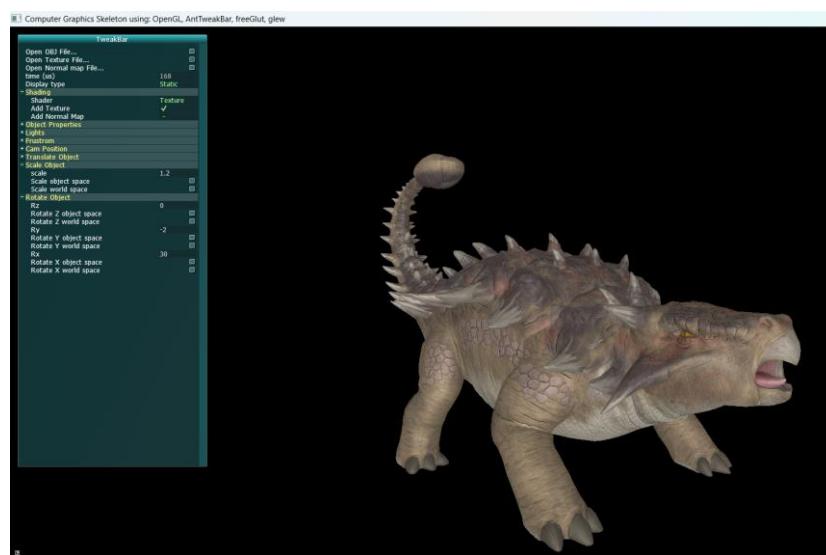


Image: 36 – only texture

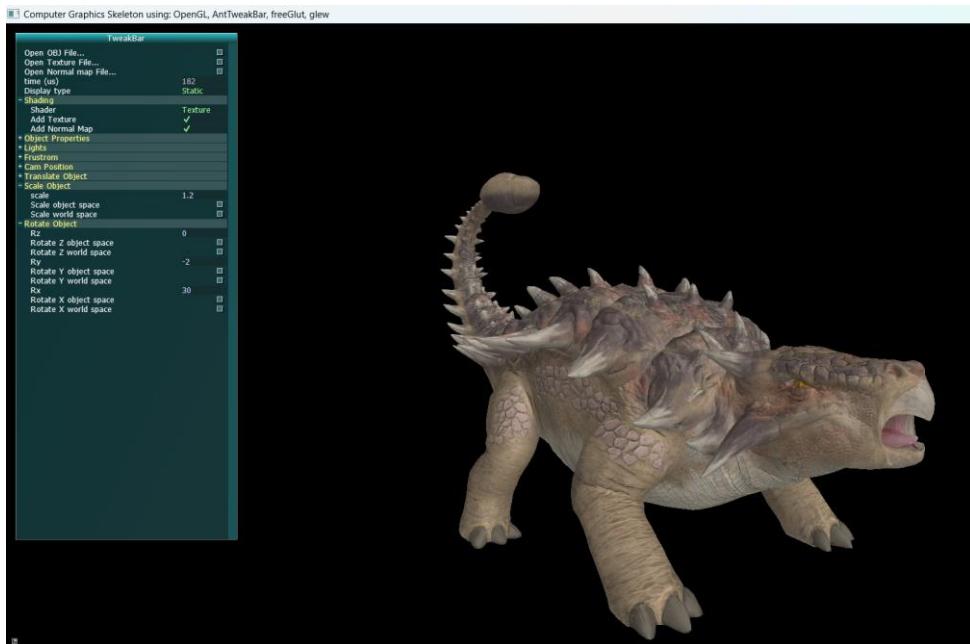


Image: 37 – normal and texture

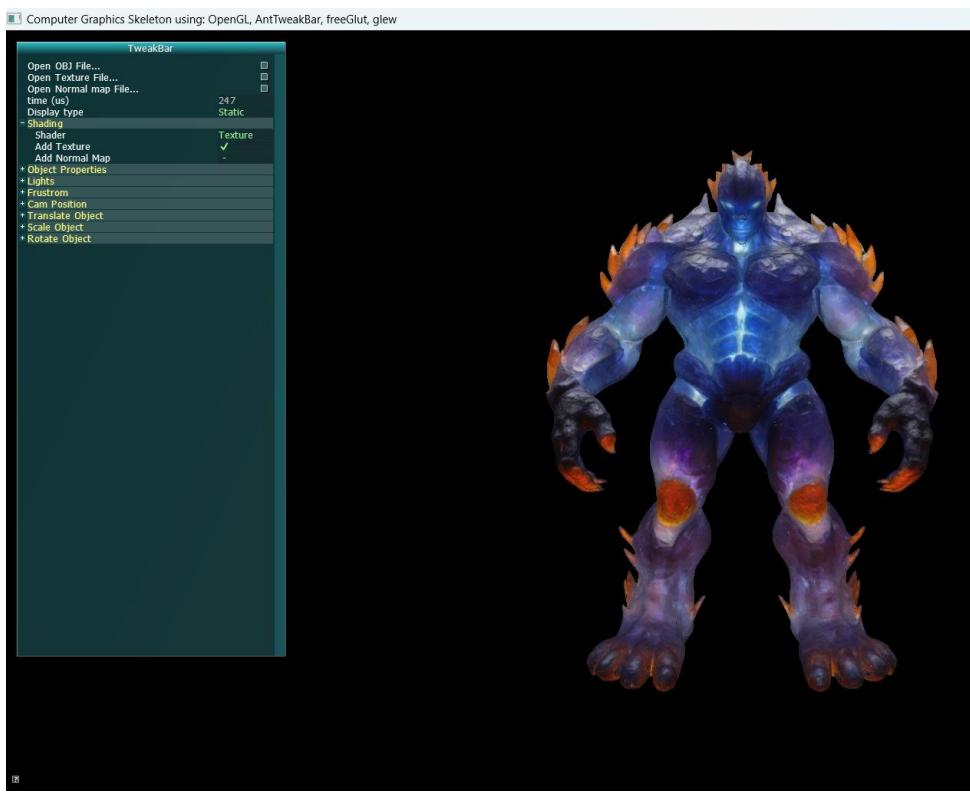


Image: 38 – nice image(upgrade of HW3)

Models can be found at https://drive.google.com/drive/folders/1SIrlIEXSaEaZImYS71hjM-wQrTPKj1Y1F?usp=drive_link