

y, we split the user entered boundaries into n  
reflectance. We then average the n light directions

ary is that we are only able to estimate the normal  
the z-component of the normal vector at the  
estimate the x and y components. For each  
ree points that the user enters. The user enters a  
f the normal vectors. We then use mathematical  
ne x coordinate at each point in the given

ry because the pixels are not in the image. We fit  
object, and extrapolate to estimate the intensity

we have an unknown ambient term and several  
e problem in such a way that it is possible to  
is complete, we estimate the overall light direction  
partition.



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