# 3DEditor

## UI

…

## Lights

### Article

<http://www.glprogramming.com/red/chapter05.htm>

***Light Model (default values)***

*GL\_LIGHT\_MODEL\_AMBIENT => 0.2, 0.2, 0.2, 1.0*

*GL\_LIGHT\_MODEL\_LOCAL\_VIEWER => GL\_TRUE*

*GL\_LIGHT\_MODEL\_TWO\_SIDE => GL\_FALSE*

***Light I (default values)***

*Ambient => 0., 0., 0., 1.*

*Diffuse => 1., 1., 1., 1.*

*Specular => 1., 1., 1., 1.*

*Position => 1., 1., 1., 0. (Directional light)*