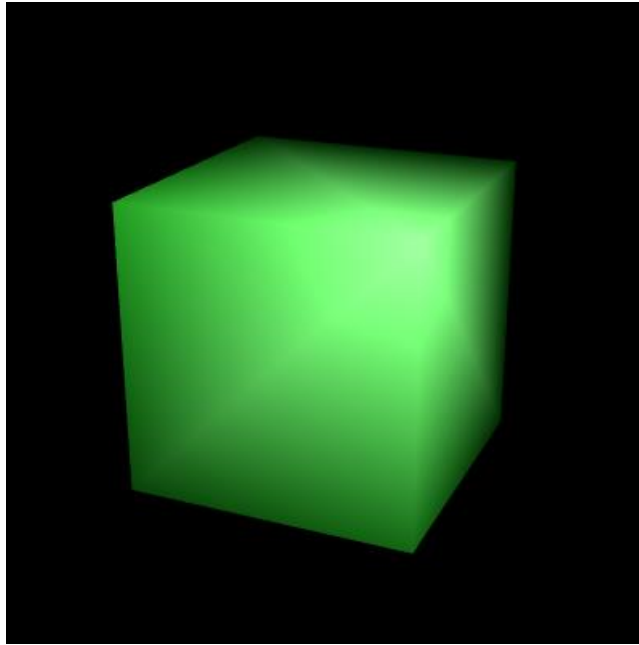


CMSC 161 UV-1L
Interactive Computer Graphics
Meeting 07 - Lighting (Part I)

Exercise

Create a lighted cube (Phong LRM, Gouraud Shading, Directional Light)



Create a lighted cube (Phong LRM, Phong Shading, directional light)

