**OpenGL/VRML Materials**

These numbers come from the OpenGL teapots.c demo, © Silicon Graphics, Inc., © 1994, Mark J. Kilgard. See also [[1]](http://www.cs.utk.edu/~kuck/materials_ogl.htm) and [[2]](http://www.opengl.org/resources/code/samples/sig99/advanced99/notes/node153.html)

**The numbers**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Ambient** | | | **Diffuse** | | | **Specular** | | | **Shininess** |
| emerald | 0.0215 | 0.1745 | 0.0215 | 0.07568 | 0.61424 | 0.07568 | 0.633 | 0.727811 | 0.633 | 0.6 |
| jade | 0.135 | 0.2225 | 0.1575 | 0.54 | 0.89 | 0.63 | 0.316228 | 0.316228 | 0.316228 | 0.1 |
| obsidian | 0.05375 | 0.05 | 0.06625 | 0.18275 | 0.17 | 0.22525 | 0.332741 | 0.328634 | 0.346435 | 0.3 |
| pearl | 0.25 | 0.20725 | 0.20725 | 1 | 0.829 | 0.829 | 0.296648 | 0.296648 | 0.296648 | 0.088 |
| ruby | 0.1745 | 0.01175 | 0.01175 | 0.61424 | 0.04136 | 0.04136 | 0.727811 | 0.626959 | 0.626959 | 0.6 |
| turquoise | 0.1 | 0.18725 | 0.1745 | 0.396 | 0.74151 | 0.69102 | 0.297254 | 0.30829 | 0.306678 | 0.1 |
| brass | 0.329412 | 0.223529 | 0.027451 | 0.780392 | 0.568627 | 0.113725 | 0.992157 | 0.941176 | 0.807843 | 0.21794872 |
| bronze | 0.2125 | 0.1275 | 0.054 | 0.714 | 0.4284 | 0.18144 | 0.393548 | 0.271906 | 0.166721 | 0.2 |
| chrome | 0.25 | 0.25 | 0.25 | 0.4 | 0.4 | 0.4 | 0.774597 | 0.774597 | 0.774597 | 0.6 |
| copper | 0.19125 | 0.0735 | 0.0225 | 0.7038 | 0.27048 | 0.0828 | 0.256777 | 0.137622 | 0.086014 | 0.1 |
| gold | 0.24725 | 0.1995 | 0.0745 | 0.75164 | 0.60648 | 0.22648 | 0.628281 | 0.555802 | 0.366065 | 0.4 |
| silver | 0.19225 | 0.19225 | 0.19225 | 0.50754 | 0.50754 | 0.50754 | 0.508273 | 0.508273 | 0.508273 | 0.4 |
| black plastic | 0.0 | 0.0 | 0.0 | 0.01 | 0.01 | 0.01 | 0.50 | 0.50 | 0.50 | .25 |
| cyan plastic | 0.0 | 0.1 | 0.06 | 0.0 | 0.50980392 | 0.50980392 | 0.50196078 | 0.50196078 | 0.50196078 | .25 |
| green plastic | 0.0 | 0.0 | 0.0 | 0.1 | 0.35 | 0.1 | 0.45 | 0.55 | 0.45 | .25 |
| red plastic | 0.0 | 0.0 | 0.0 | 0.5 | 0.0 | 0.0 | 0.7 | 0.6 | 0.6 | .25 |
| white plastic | 0.0 | 0.0 | 0.0 | 0.55 | 0.55 | 0.55 | 0.70 | 0.70 | 0.70 | .25 |
| yellow plastic | 0.0 | 0.0 | 0.0 | 0.5 | 0.5 | 0.0 | 0.60 | 0.60 | 0.50 | .25 |
| black rubber | 0.02 | 0.02 | 0.02 | 0.01 | 0.01 | 0.01 | 0.4 | 0.4 | 0.4 | .078125 |
| cyan rubber | 0.0 | 0.05 | 0.05 | 0.4 | 0.5 | 0.5 | 0.04 | 0.7 | 0.7 | .078125 |
| green rubber | 0.0 | 0.05 | 0.0 | 0.4 | 0.5 | 0.4 | 0.04 | 0.7 | 0.04 | .078125 |
| red rubber | 0.05 | 0.0 | 0.0 | 0.5 | 0.4 | 0.4 | 0.7 | 0.04 | 0.04 | .078125 |
| white rubber | 0.05 | 0.05 | 0.05 | 0.5 | 0.5 | 0.5 | 0.7 | 0.7 | 0.7 | .078125 |
| yellow rubber | 0.05 | 0.05 | 0.0 | 0.5 | 0.5 | 0.4 | 0.7 | 0.7 | 0.04 | .078125 |

http://devernay.free.fr/cours/opengl/materials.html