IMAT2908 CW: Lighting

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## Introduction

A statement of the reports purpose

## Background

## An illustrated explanation of the theoretical principle full Phong shading

History of phong shading

How to make a phong shader – formula’s

Real world examples

## Methodology

## An annotated explanation of the sections of program code specifically needed to produce full Phong Shading including the structures and the functions

Talk about all code changes, structures and functions

## Results

Output screen captures showing different effects of attenuation factors, shininess factor, light intensity and material types on the result. This should have a proper discussion and justification

Make a table

## Conclusion

Talk about how the project went

## References

Use IEEE style (does not count towards 2000 words limit)

[Illumination for computer generated pictures | Communications of the ACM](https://dl.acm.org/doi/abs/10.1145/360825.360839)  
  
[Continuous Shading of Curved Surfaces | IEEE Journals & Magazine | IEEE Xplore](https://ieeexplore.ieee.org/abstract/document/1671906)

[3388769.3407523 (acm.org)](https://dl.acm.org/doi/pdf/10.1145/3388769.3407523) - Physically Based Shading in eory and Practice