IMAT2908 CW: Lighting

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## Introduction

A statement of the reports purpose

## Heading 2

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

## Heading 3

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

## Heading 4

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

## Conclusion

## References

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