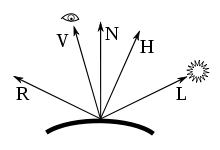
**Phong**

**Blinn-Phong**

**Raytracer**(depth) {

**If** find the closest intersection point

**Return** black;

**End**

Calculate normal vector N at intersection point.

I = Ka \* ambient\_light;

**For** each light

Calculate vector L and R;

**If** not in shadow

Calculate diffuse light and specular light.

I = I + Kd \* diffuse\_light + Ks \* specular\_light.

**End**

**End**

Calculate *color* at intersection point.

**Return** –-depth ? (1-rc) \* color + rc \* **Raytracer**(depth) : color;

}

1. **max(0, specular\_light or diffuse\_light)**
2. **add “if N \* L > 0” before calculating.**