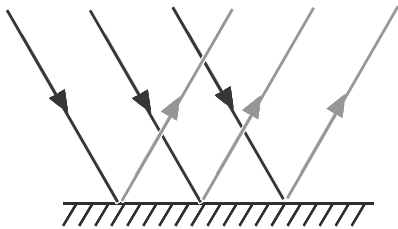
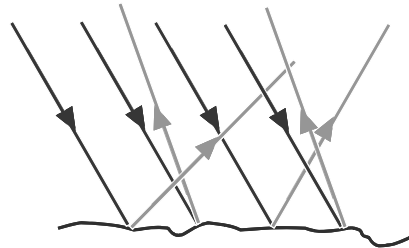


Section 10.3 Light And Matter

- Luminous objects
- Non-Luminous objects
- Transparent materials
- Translucent materials
- Opaque materials
- Reflection



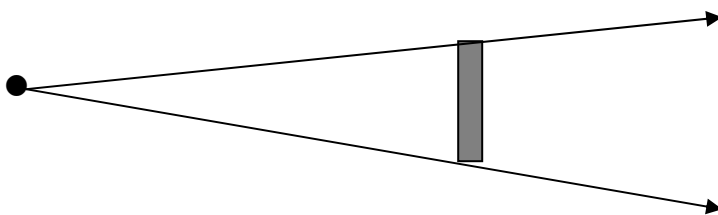
Clear Reflection



Diffuse Reflection

- Ray Model of Light
- A ray diagram
- Shadows
 - size and distance to source
 - Umbra
 - Penumbra
- Drawing a shadow

Point source – only 2 rays originating at point



Large source – use 2 rays from each edge

