**Effect Variables:**

The unique Effects used in the point light model are light colour, diffuse colour, attenuation, ambient colour, fall off and specular colour.  
The light colour is straightforward, being the visual colour of the light itself, red, blue, yellow or whatever colour is desired.  
Diffuse colour is the base colour of the model itself without the reflection of light.  
Attenuation is the manner in which a light loses strength as the distance from its source increases.  
Ambient colour is the colour that the model reflects when illuminated by ambient light and not direct light.  
Fall off works in conjunction with attenuation and handles at what distances the light loses power while attenuation handles how much power is lost.  
Specular colour handles the model’s “shininess”, altering the colour of the points that are highlighted by a light source to give the object its shine.

**Vertex Shader Function:**

The vertex shader function handles the transforms of the in-game objects. This includes the World, View and Projection transforms. The Vector3 positions of the model and the lights would be handled by this. Where they are in the world and where they are in relevance in to the camera would be two pieces of data that fall under this function.

**Pixel Shader Function:**

Pixel shader function handles visual presentation, related data would be colours, textures, normal maps and light maps. This means the textures of the in-game model and colours of the point lights would all be handles by the Pixel shader. Simply put, the Pixel Shader handles the appearance of things in the in-game world rather than where they are in it.