CS100433
Computer Graphics

Assignment 3

Questions

1 What are the difference between Local illumination model and Global illumination model?

2 What is the purpose of material attribute?

3 Can you approve Blinn-Phong is an approximation of Phong reflection model?

4 Why Phong shading produce better result than Guround shading?

Questions

- 5 What information can be stored in a Texture?

- 6 Why the Texture coordinates require perspective correction?

- 7 What is the cause of aliasing in Textures?

- 8 What are the rendering equation and reflection equation?

Programming

- 1. Render several 3D models with more than two types of lights and various materials (textures)
- 2. Add a Skybox to the rendered scene.