

Assignment#3 Q2 ReadMe

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Operating System: Mac OS 10.10.5

Browser: Firefox 40.0.3 / Chrome 45.0 / Safari 8.0.8

Q2 478/578 Shaded Sphere

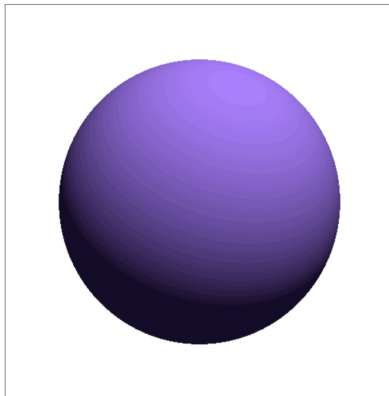
I. Input

- Sphere Diameter:
- Light Direction
- Sphere Color

II. Output (Sample Images)

- Sample 1: => Diameter: 1.5, Color: (153, 102, 255), light direction:(1, 3, 3)

Q2 Sphere Raytracing, ws362



Sphere diameter 1.5

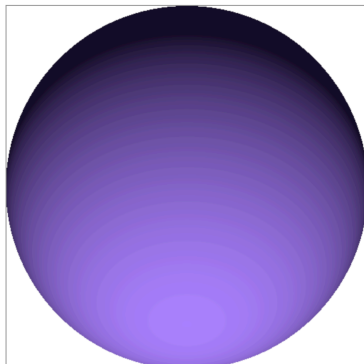
RGB value for Sphere: R:153 G:102 B:255

Incident direction of light: x:1 y:3 z:3

[draw ↗](#)

- Sample 2: => Diameter: 2, Color: (153, 102, 255), light direction:(0, -2, 3)

Q2 Sphere Raytracing, ws362



Sphere diameter 2

RGB value for Sphere: R:153 G:102 B:255

Incident direction of light: x:0 y:-2 z:3

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