

CS550(INTRODUCTION TO COMPUTER GRAPHICS)

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PROJECT NUMBER : 4

PROJECT NAME : Lighting

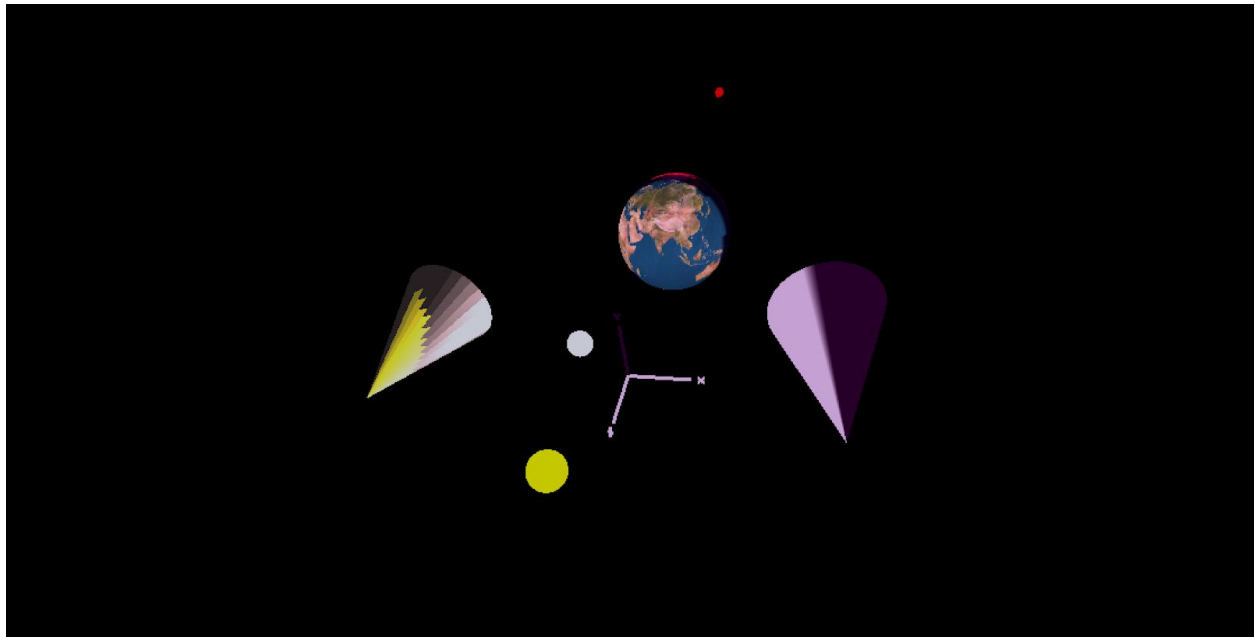
VIDEO : https://media.oregonstate.edu/media/1_wh49ikij

Small yellow sphere represents the yellow light source.

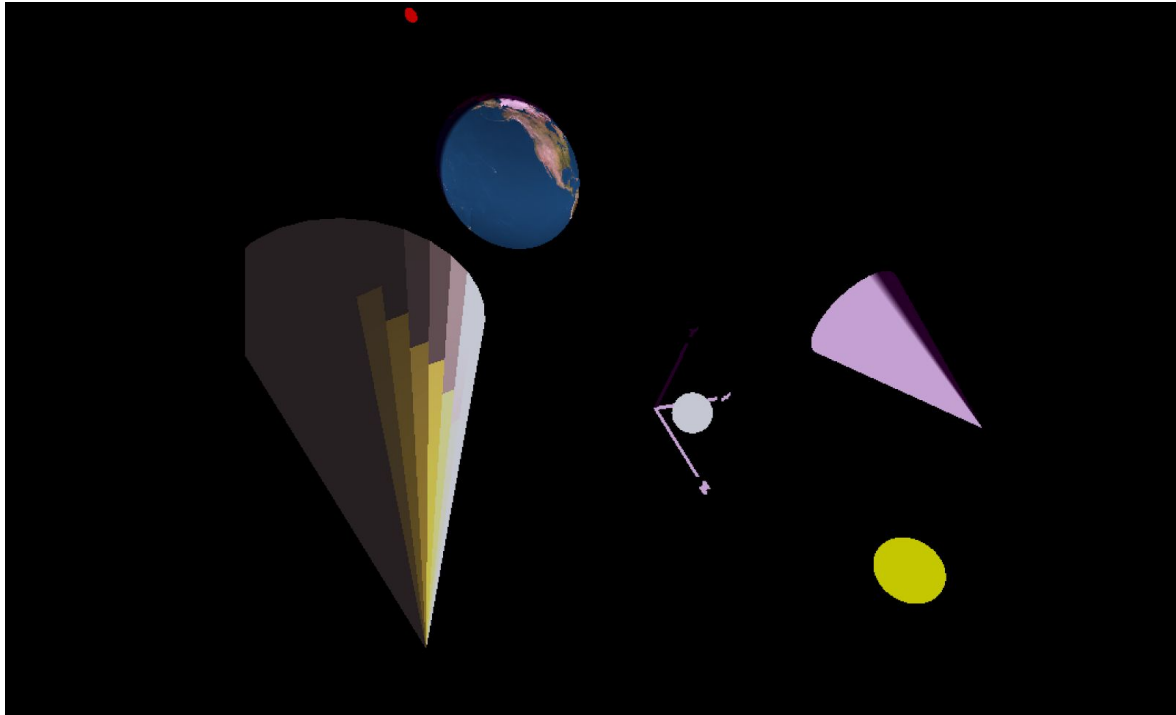
Small white sphere represents the white light source.

Small red sphere represents the red light source.

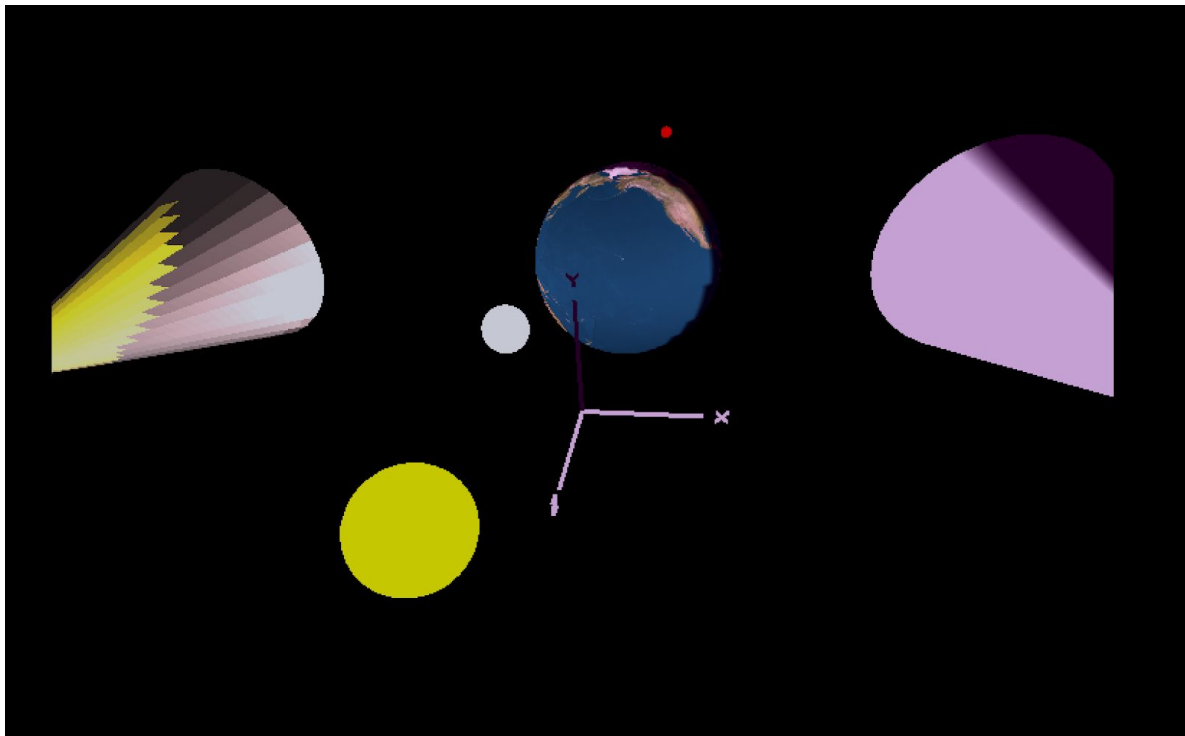
With all three light sources turned on,



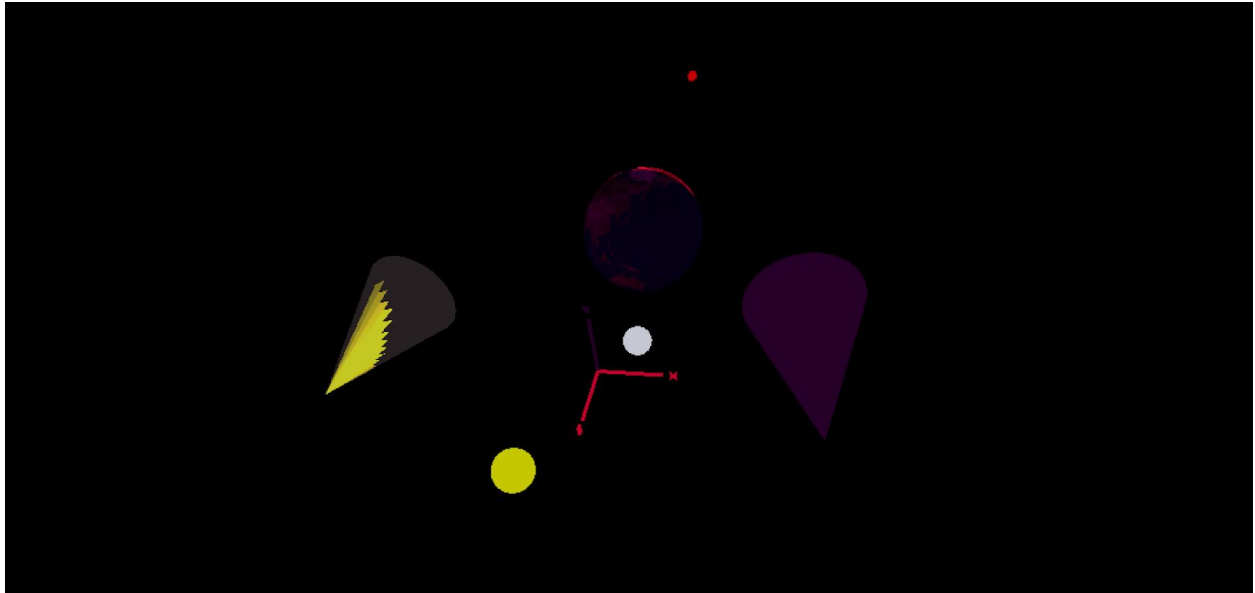
The white cone is shiny. It also uses flat shading.



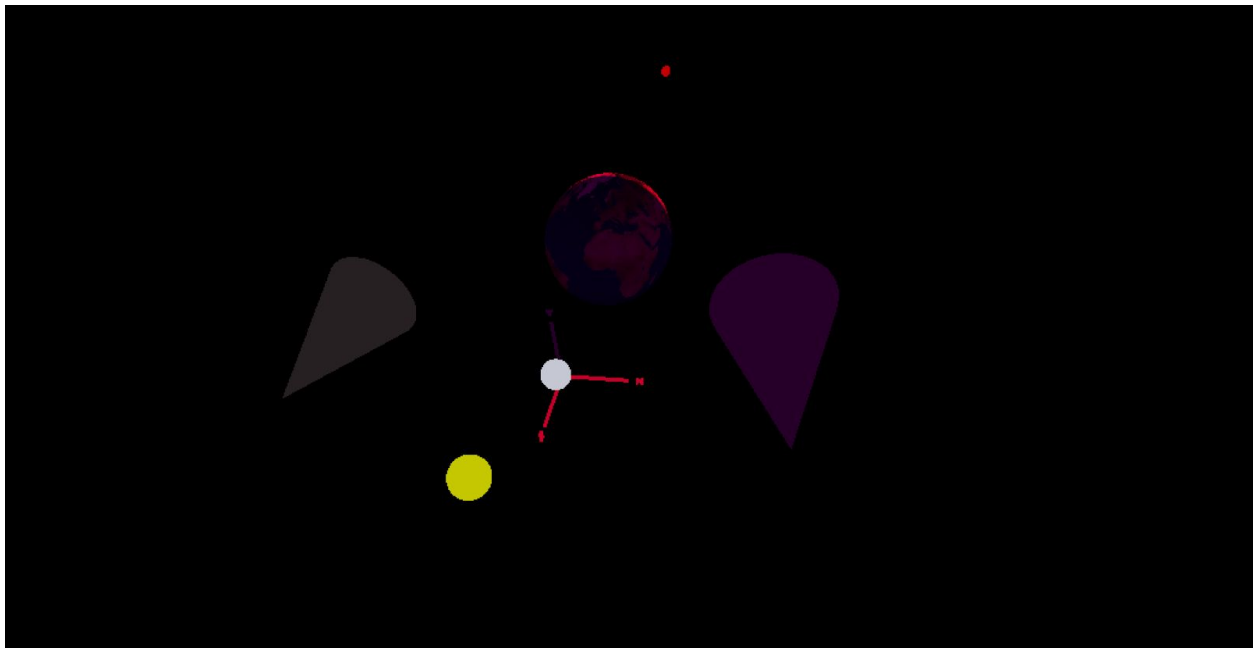
The magenta cone is dull. It uses smooth shading.



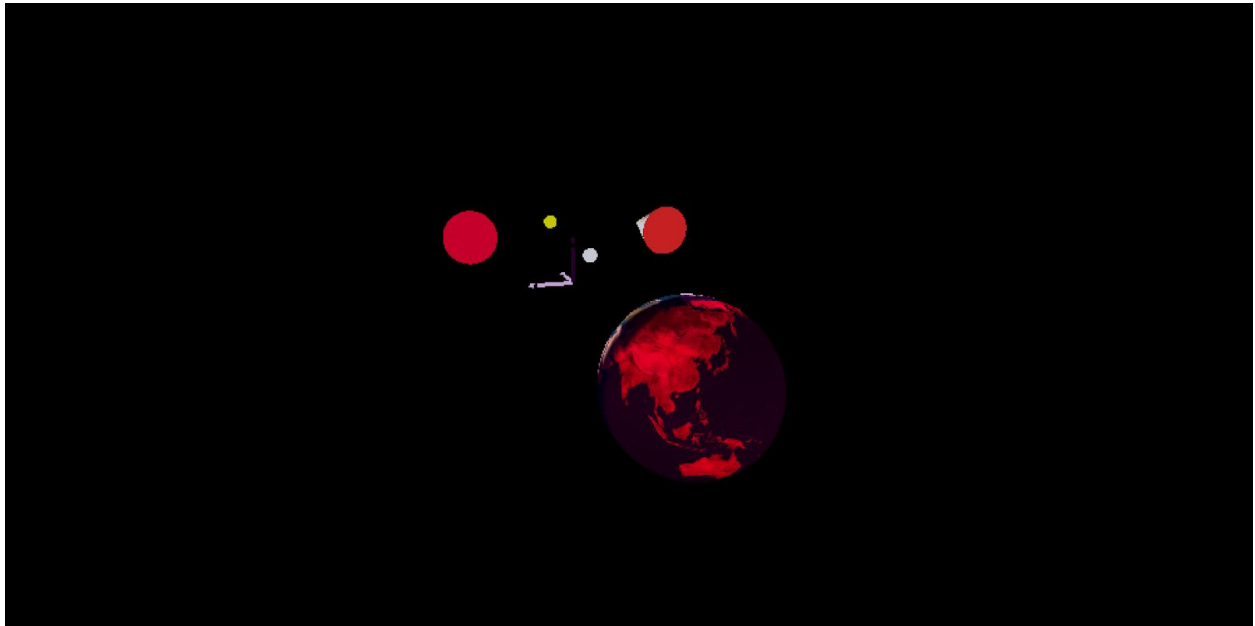
With only white light turned off,



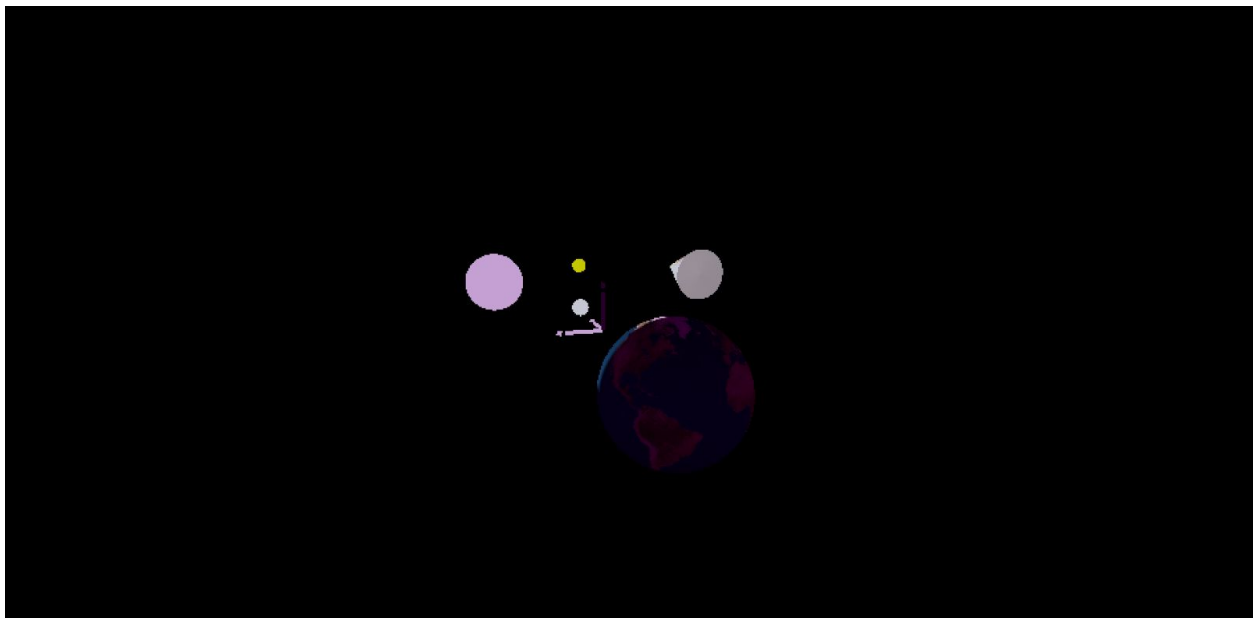
With yellow and white light courses turned off,



From another different point of view, the reflection of red light is more obvious.



When the red light is turned off,



For the +5 Points Extra Credit, the texture is placed on the sphere and the lighting works.

