CSE2006 LAB 11

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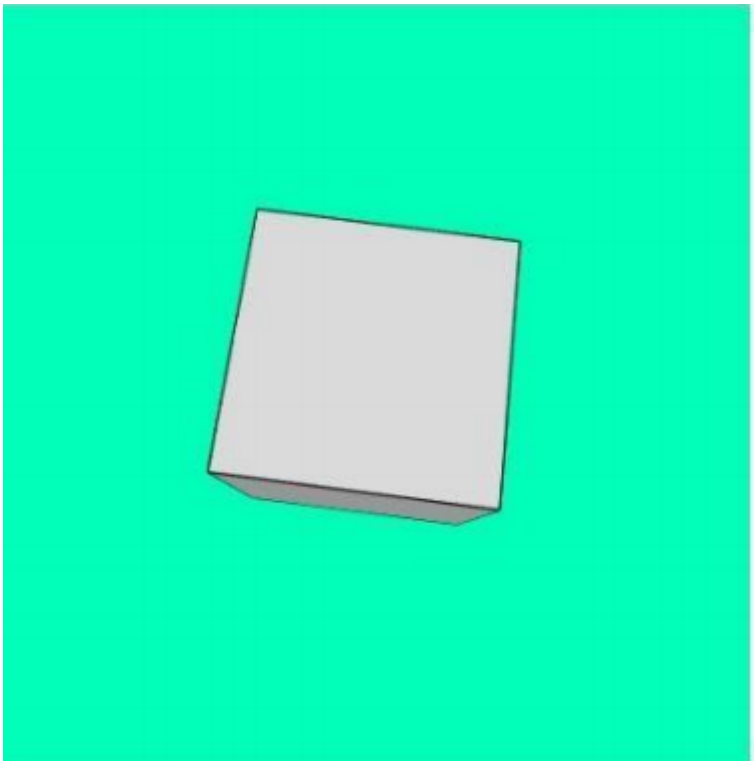
1. Write a program to illustrate different lights available in computer graphics.

CODE :
(i)

```
function setup() {
createCanvas(460, 460, WEBGL);
}
function draw() {
background(82, 255, 177);
lights(10);
rotateX(millis(50) / 500);
rotateY(millis(50) / 500);
rotateZ(millis(50) / 500);
box(140);
}
```

OUTPUT :

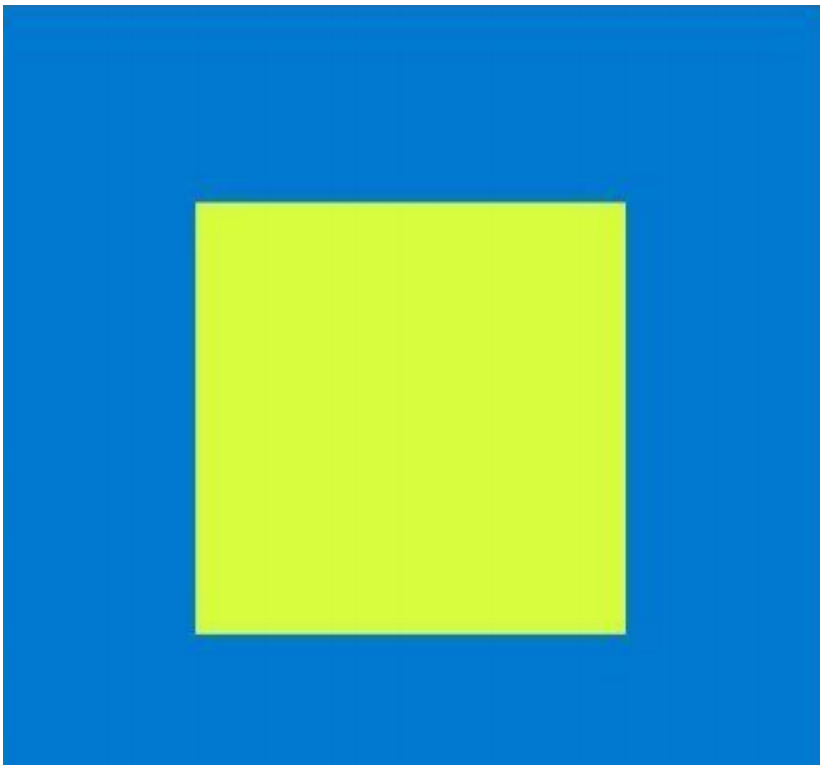


(ii)

```
function setup() {
createCanvas(500, 500, WEBGL);
```

```
}
function draw() {
background(23, 119, 209); ambientLight(245, 255,168); // white light
ambientMaterial(231,252, 68);
// magenta material box(200);
noStroke();
}
```

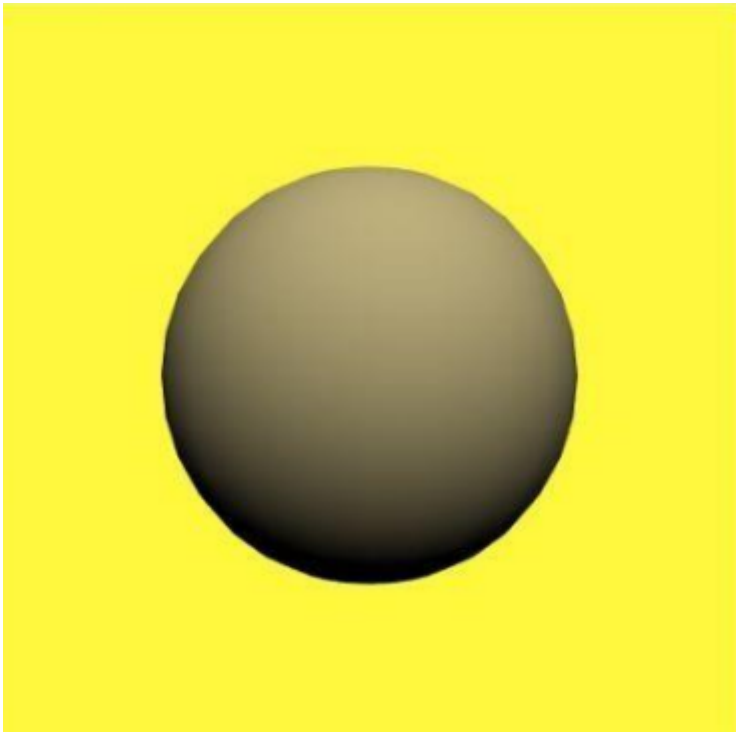
OUTPUT :



(iii)

```
function setup() {
createCanvas(450, 450, WEBGL);
}
function draw() {
background(255, 248, 54);
//move your mouse to change light direction let
dirX = (mouseX / width - 0.2) * 3;
let dirY =(mouseY / height - 0.2) * 3; directionalLight(255,241, 171, -dirX, -dirY, -0.2);
noStroke();
sphere(120);
}
```

OUTPUT :



(iv)

```
function setup() {
createCanvas(450, 450, WEBGL);
}
function draw() {
background(237, 33, 142);
let locX = mouseX - width / 2; let
locY = mouseY - height / 2;
pointLight(255, 173, 197, locX, locY,150); noStroke(); sphere(80);
}
```

OUTPUT :