

INTERACTIVE 3D ILLUMINATION

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PROPOSAL

- Illuminate model with ambient light
- Load multiple 3D meshes
- Illuminate model with directional spot lights
- Simulate various surface lighting effects and shading
- Interactively change lighting properties

ACHEIVEMENTS

- Load multiple 3D meshes
 - Two tables, a monkey, a man, two lamps and a sample mesh
- Point light sources
 - a lamp, a front light
- Directional spot lights
 - a lamp, an upper light

ACHIEVEMENTS-SURFACES

- Various surface lighting effects
 - Wall materials (dry wall, stucco, brick)
 - Mesh materials (fabric, metal, glass)
 - Tables (wood)
 - Living (skin color)

ACHIEVEMENTS-INTERACTIVITY

- Shading model
 - smooth, flat
- Polygon Modes
 - Point, Line, Fill, Both
- Human
 - Black, White
- Monkey
 - White, Red
- Sample & Walls
 - Change surface material

ACHIEVEMENTS-INTERACTIVITY

- Lamp & Spotlight
 - ON/OFF
- Upper Light
 - Position
 - White, Orange
- Front Light
 - Position
 - White, Turquoise

DEMO

- No Unfinished Items