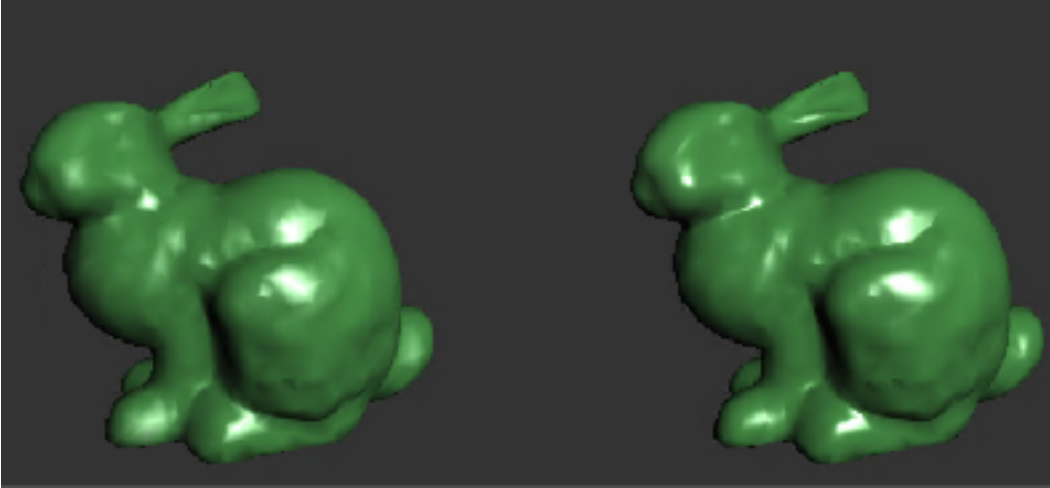


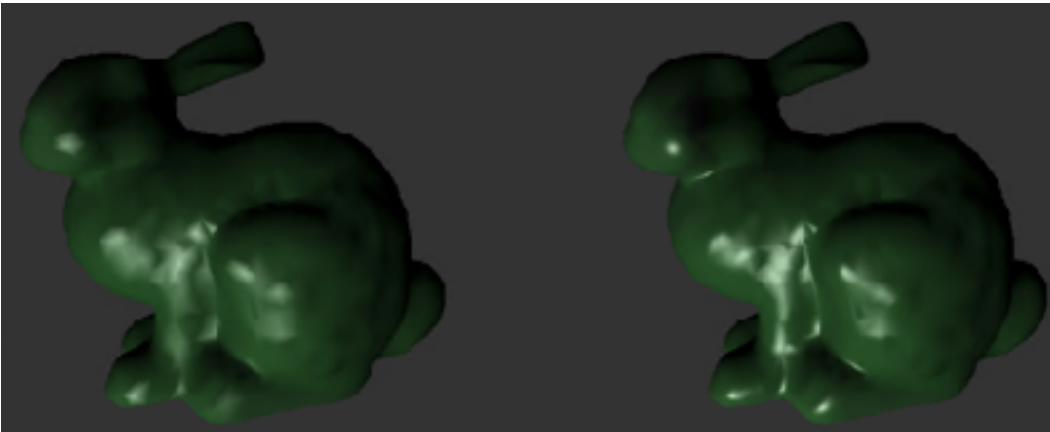
## Computer Graphic HW2

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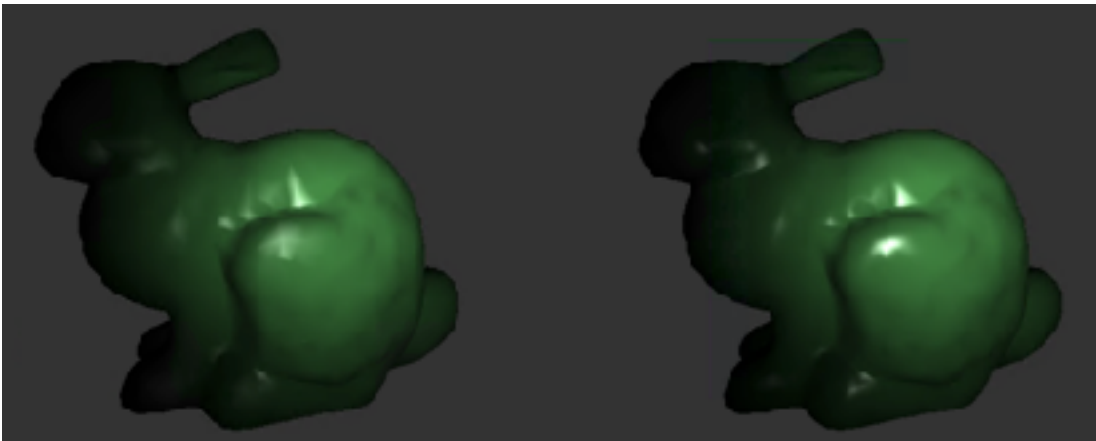
- Directional



- Point

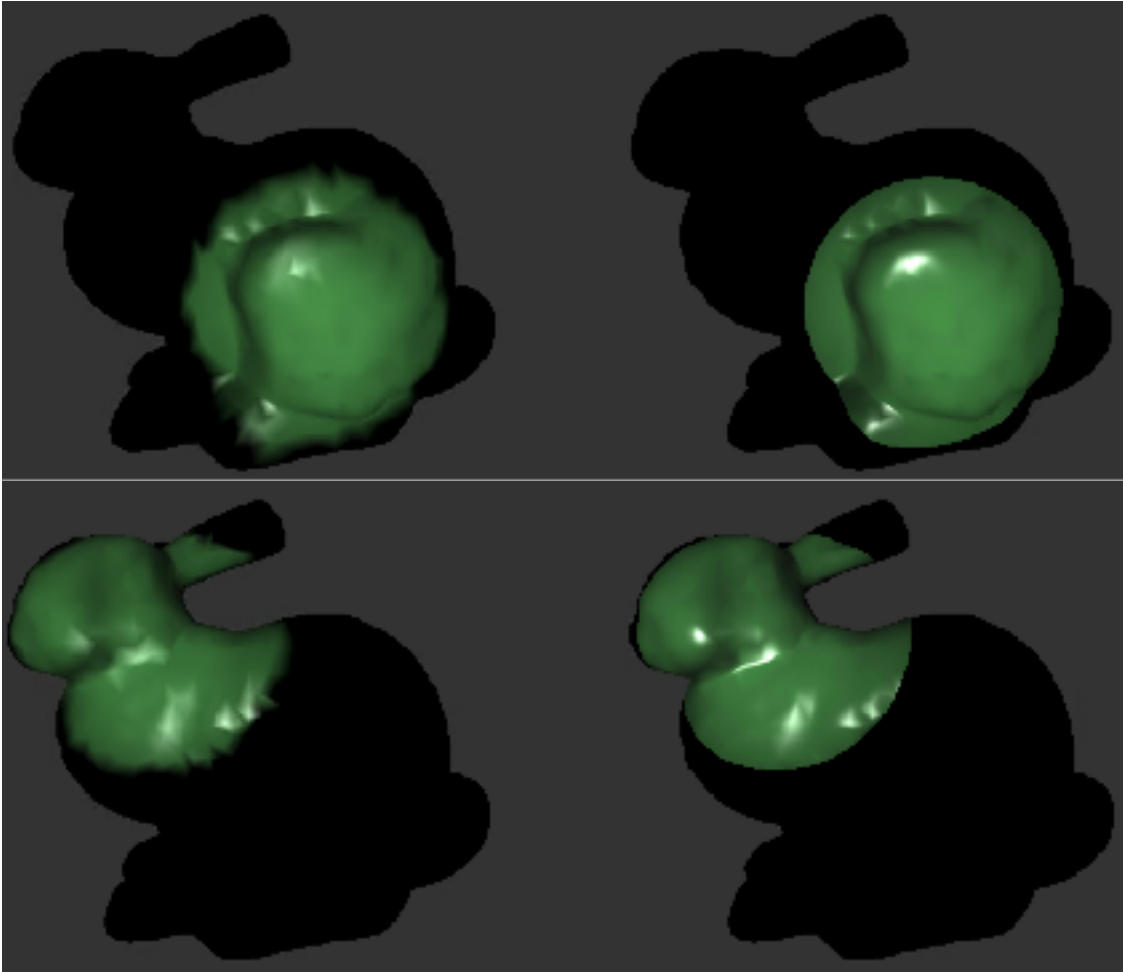


- Spot

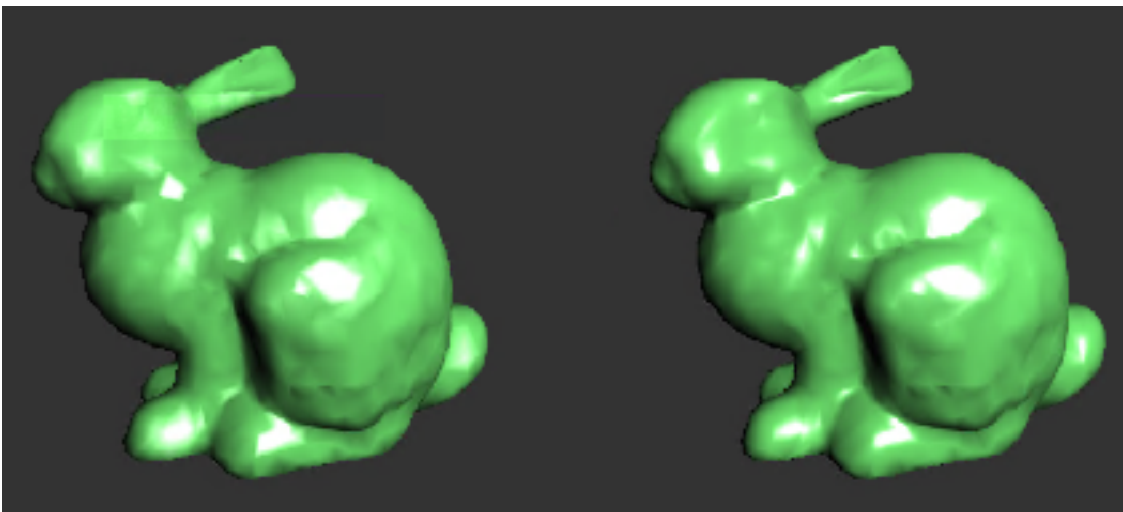


- Light Editing

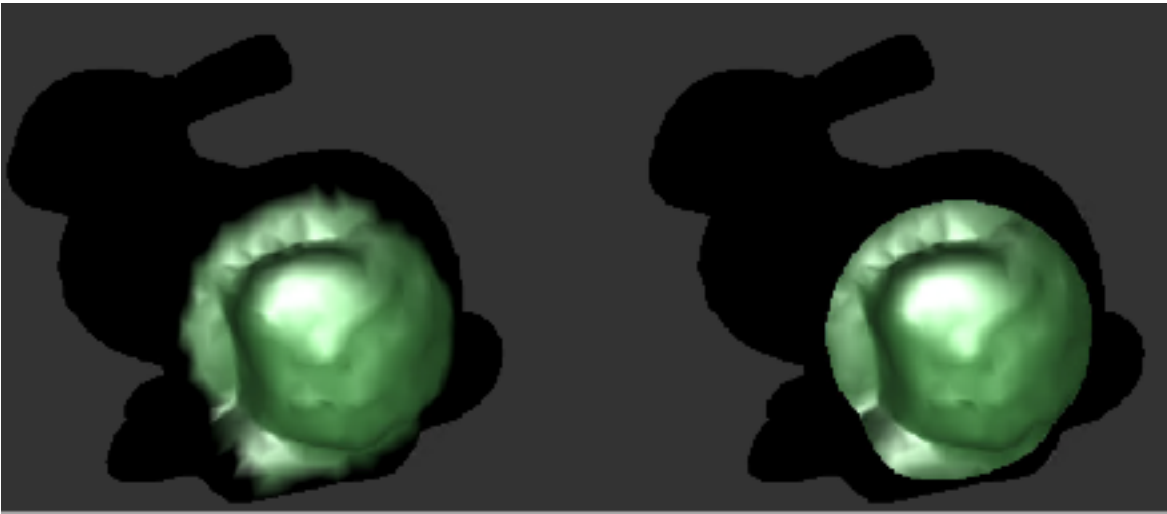
light position



light diffuse

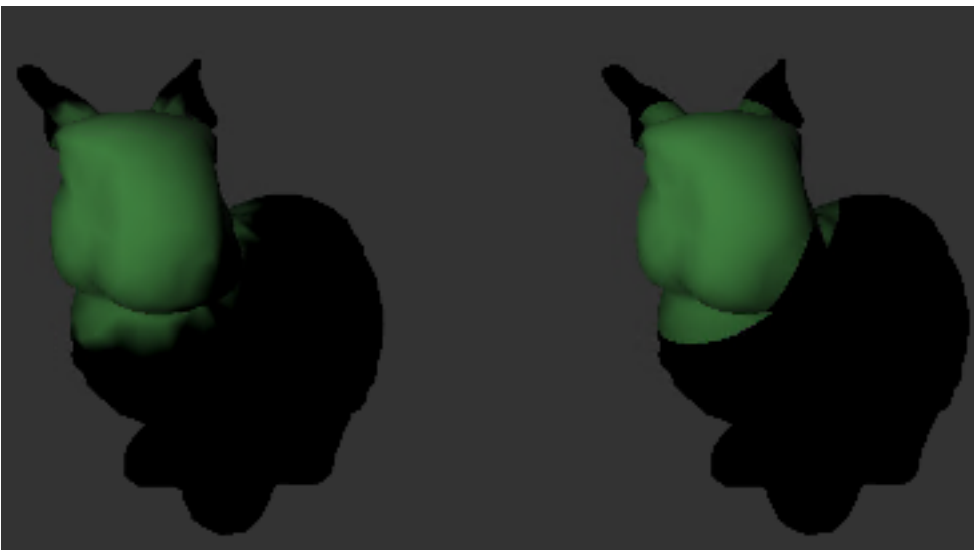


- Shininess Editing



- Rotate / Translation / Scale

(跟前次作業一樣)



## Note:

- 這次rotate , translate , scale 一樣延續hw1的設定
- 新增Light 來區分不同型態的光 (directional , point , spot )
- shader則是根據網路及投影片公式來改
- 有改用halfway vector
- 一開始uniform vec沒設好 , light完全不會動orz
- spotlight effect 的 theta也嘗試了幾種算法

ref: <https://learnopengl-cn.readthedocs.io/zh/latest/05%20Advanced%20Lighting/01%20Advanced%20Lighting/>