

Phong Shading with \LaTeX

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Attempt 1

Rendering configuration:

```
{
  height      = 128
  width       = 128
  kSpec       = 0.8
  kDiff       = 0.8
  kAlpha      = 10
  AmbientColor = (0.05, 0.05, 0.05)
  ObjectColor  = (1, 0, 0)
  SpecColor    = (1, 1, 1)
  LightPos     = (-3, 4, 2)
  EyePos       = (0, 0, 5)
}
```

Calling rendering function...

Rendering finished after 95.827 seconds

RESULT



Attempt 2

Rendering configuration:

```
{  
  height      = 256  
  width       = 256  
  kSpec       = 0.8  
  kDiff       = 0.8  
  kAlpha      = 40  
  AmbientColor = (0.05, 0.05, 0.05)  
  ObjectColor  = (0, 0, 1)  
  SpecColor    = (1, 1, 1)  
  LightPos    = (1.5, 0, 2)  
  EyePos      = (0, 0, 5)  
}
```

Calling rendering function...

Rendering finished after 401.131 seconds

RESULT

