Phong Shading with LATEX

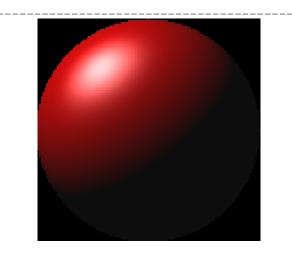
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Attempt 1

```
Rendering configuration:
              = 128
 height
 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
              = 256
 width
 kSpec
              = 0.8
 kDiff
              = 0.8
              = 40
 kAlpha
 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

