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Project C: Human hand and shading

User's Guide:

My goal for this project is: on the basis of project B, import different lighting and shading method as well as the material of the object.

Press ASDF to move the camera.

Press K(up), I(down), J(left), L(right) to turn the camera up down left and right.

Press E to raise the camera higher, Q for lower.

Use the Head Light buttun or Z to turn on or off the headlight.

Use the text area blow it to set the color of the ambient diffuse or specular of the head light.

Use the Phong/Blinn-Phong button or X to change between Phong shading or Blinn-Phong shading."+
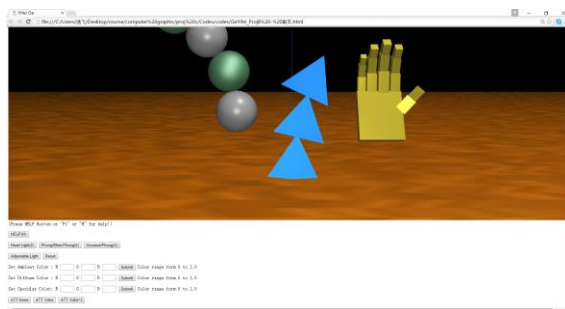
Use the Gouraud/Phong button or C to change between Gouraud shading or Phong shading.

Use the ATT none, ATT 1/dist, ATT 1/dist^2 button to change the Att.
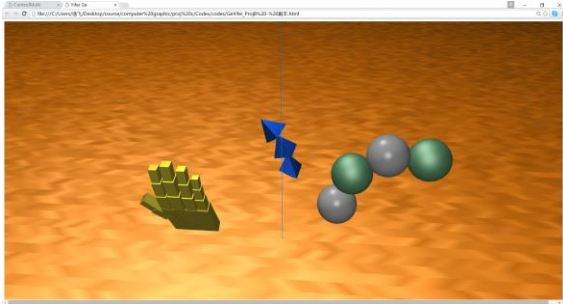
Results:

Follows are the results:

Basic layout:

Still like the project B, the canvas auto fitted the whole page, and object will not be distorted if you change the shape of the page. And there is a plane ground. The material of each object is obviously different from each other.
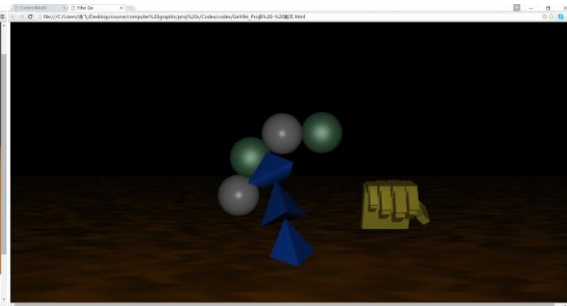
5-DOF Camera Control:

You can also see that there is a headlight, one high light is always at the center of the ball.
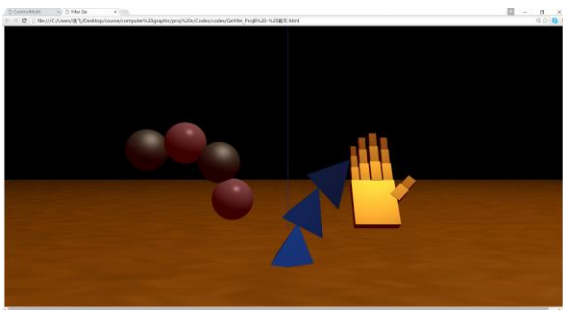
User Adjustable light:
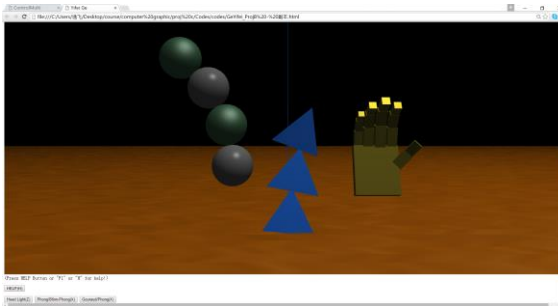
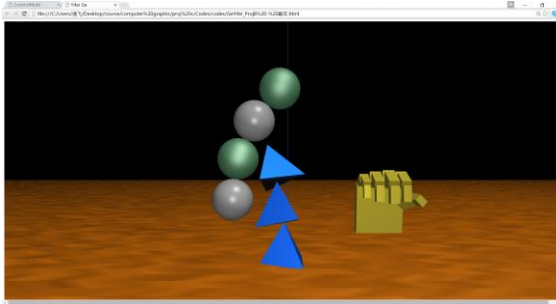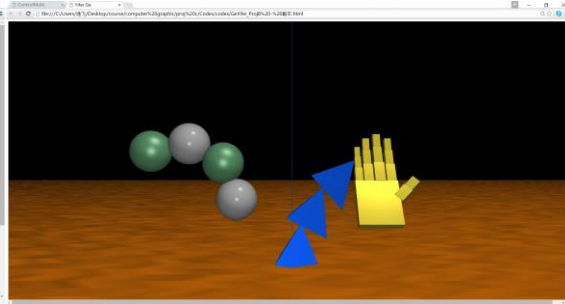Turning off the head light.   Turning off the adjustable light.
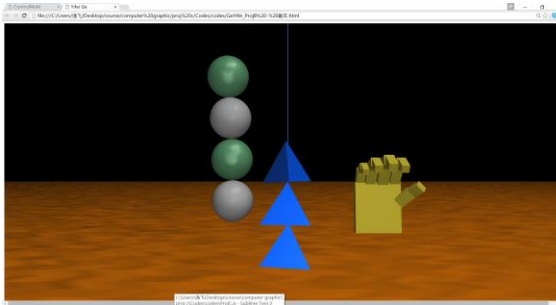

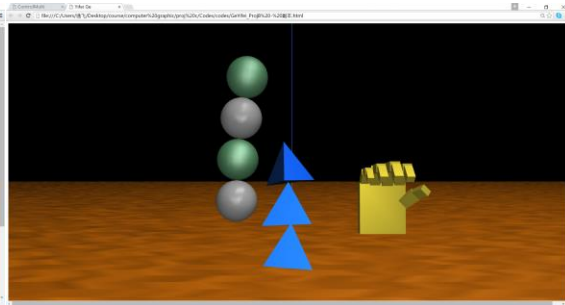Changing color of the adjustable light.

Four lighting/shading:

Blinng Phong lighing and Phong shading.

Phong lighing and Phong shading.

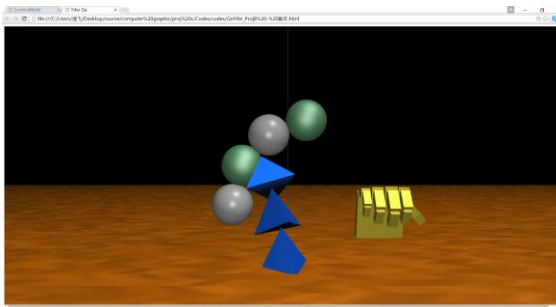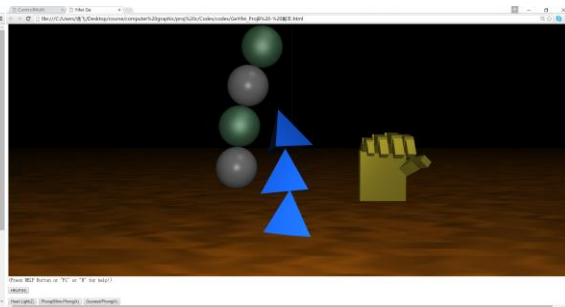Phong lighing and Gouraud shading.
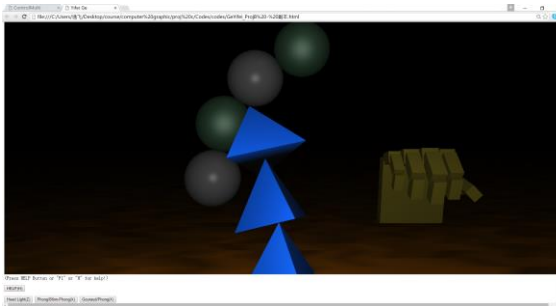

Blinn-Phong lighting and Gouraud shading.

Chocie of ATT:

NONE

1/dist

1/dist^2

Scene Graph