

A detailed report on
ADVANCED INTERACTIVE MEDIA
CPS 568

ASSIGNMENT-3
ILLUMINATION AND SHADING

By
Dr. Ju Shen

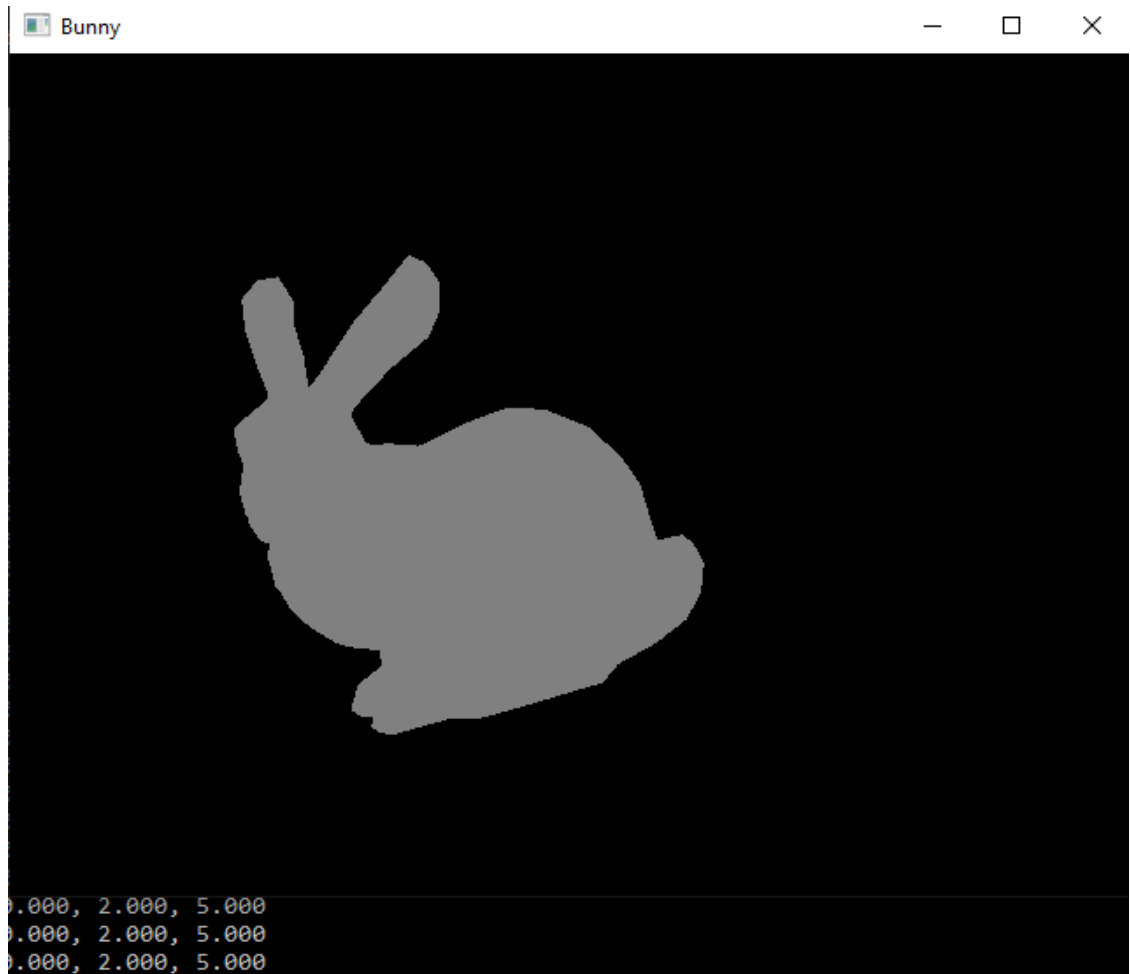
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Date of Submission: November 17, 2019

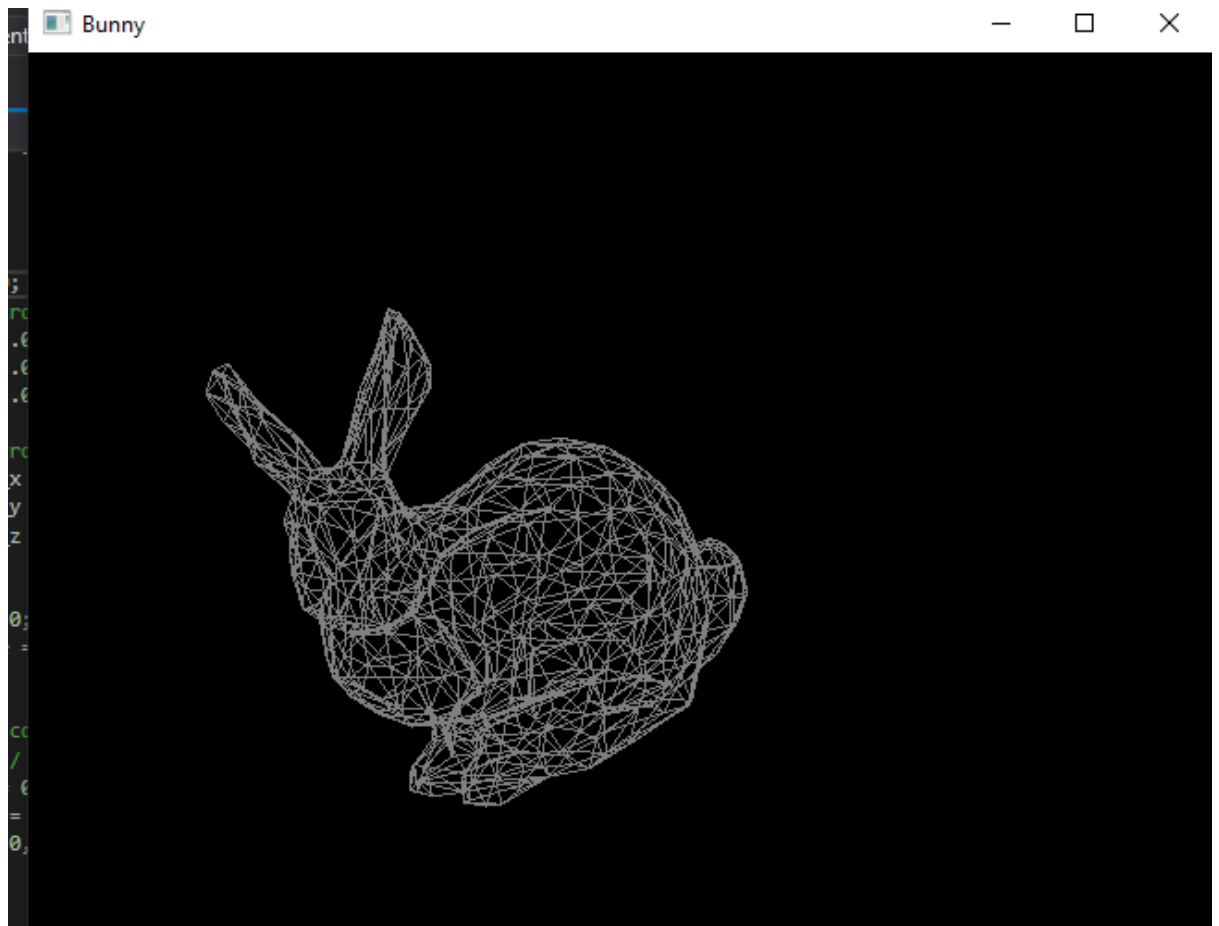
1. Bunny Image

- hit “0” to show the Bunny with no shading at all



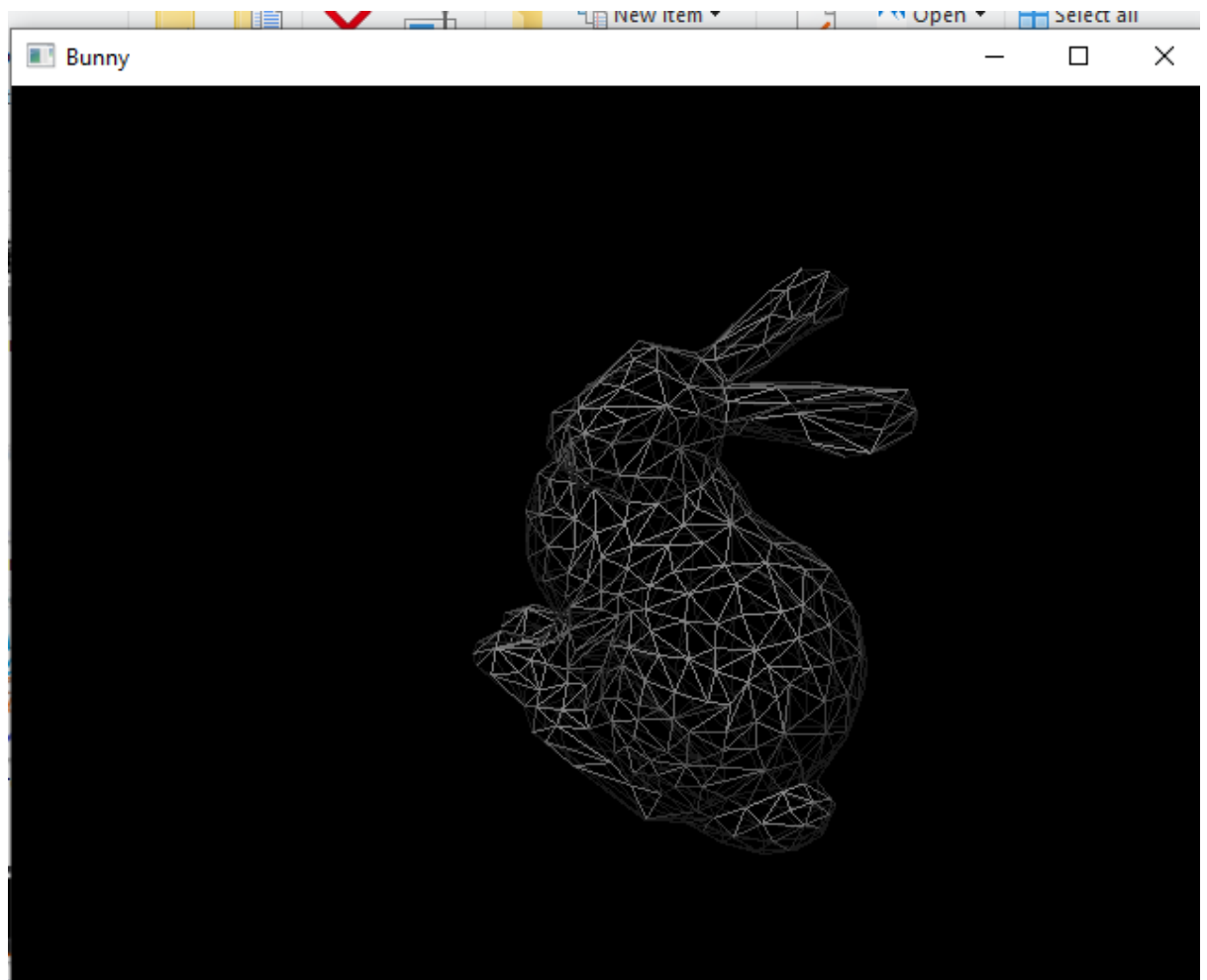
2. Mesh without Shading

- Mesh with `shading_type = 0`

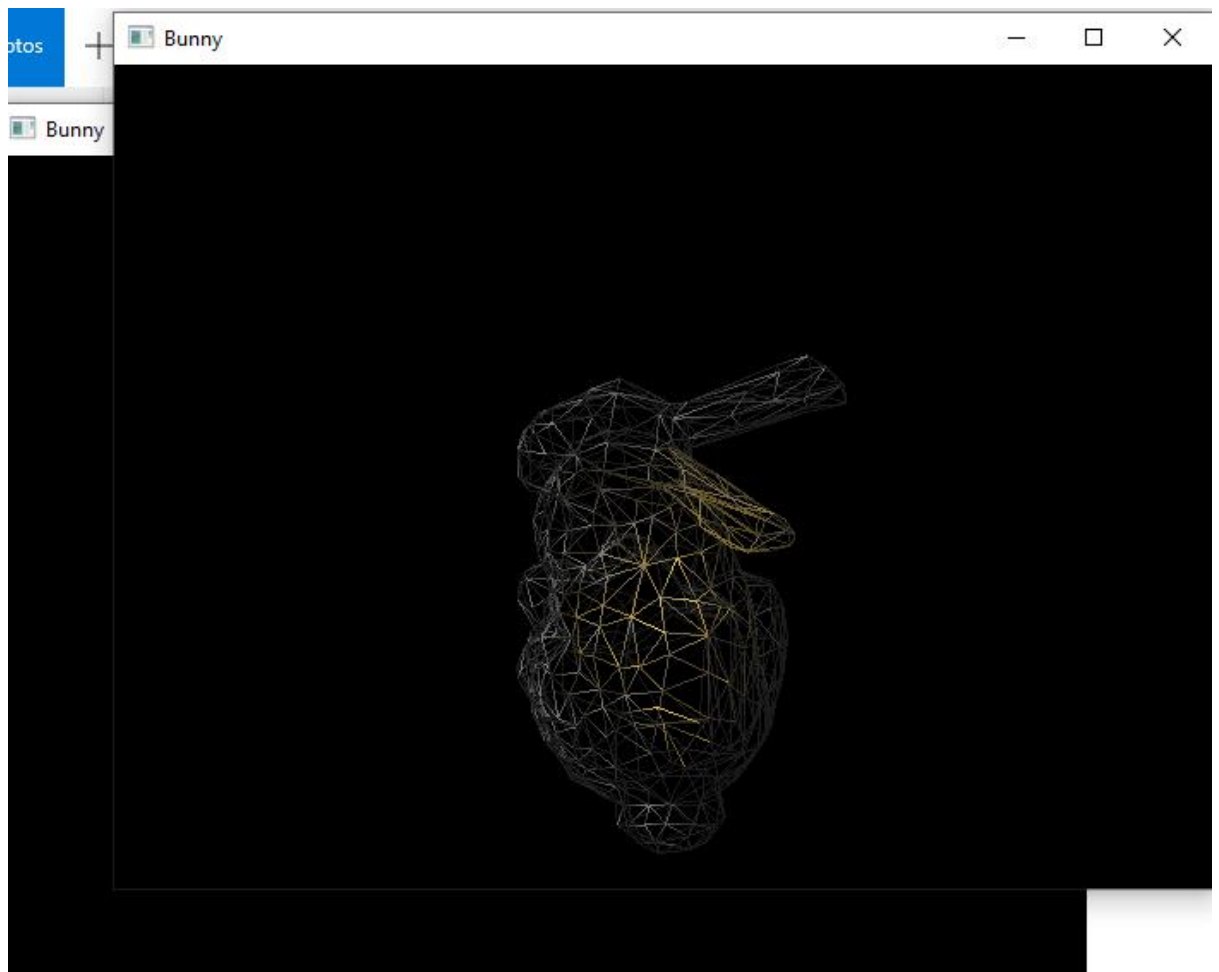


3. Mesh with Shading

- Mesh with shading_type = 1

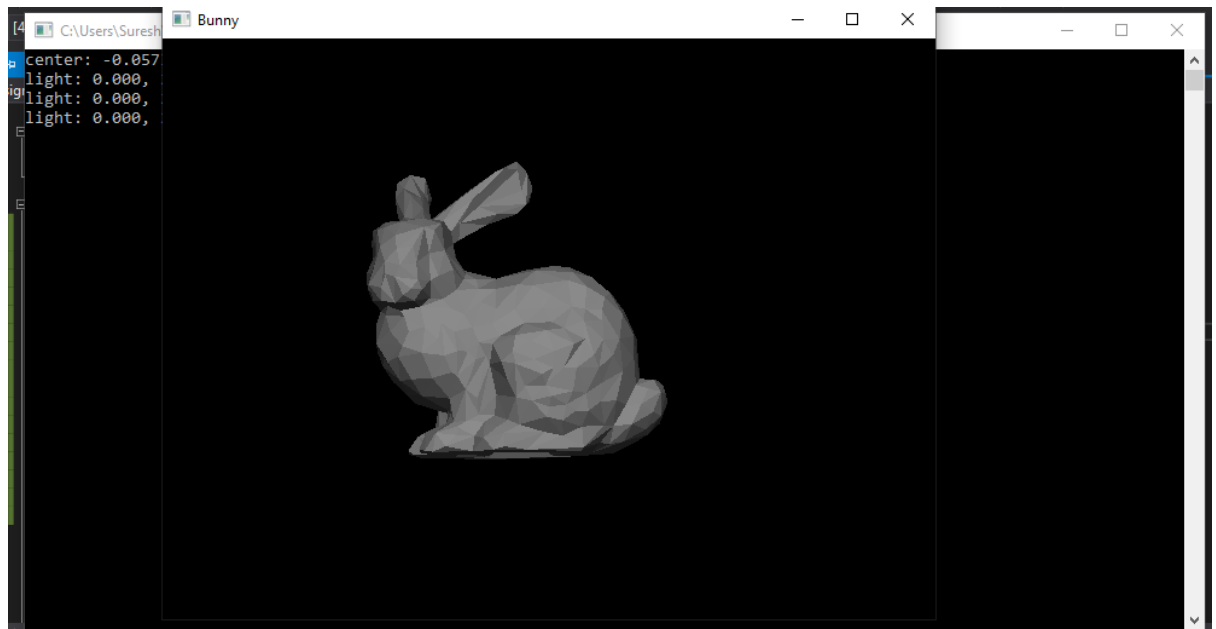


- Mesh with shading_type = 2



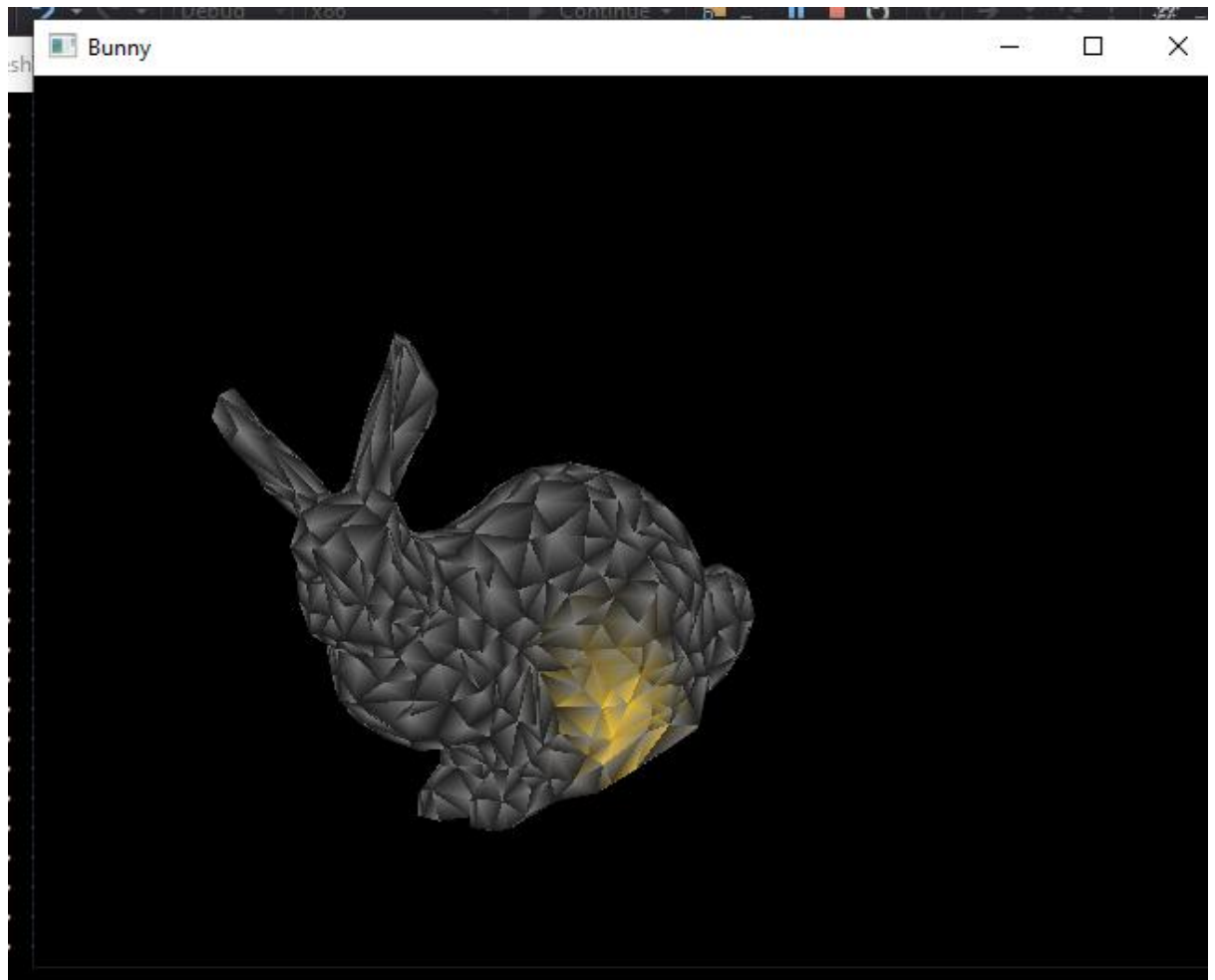
4. Plaster Version (Diffuse + Ambient)

- Hit “1” to show the Bunny with only diffuse and ambient terms



5. China Version (Diffuse + Ambient + Phong = 50)

- Hit “2” to show the Bunny with only diffuse, ambient and phong terms.
- exponential $p=50$



6. Gold Version (Diffuse + Ambient + Phong = 0.5)

- Hit “2” to show the Bunny with only diffuse, ambient and phong terms.
- exponential $p=0.5$

