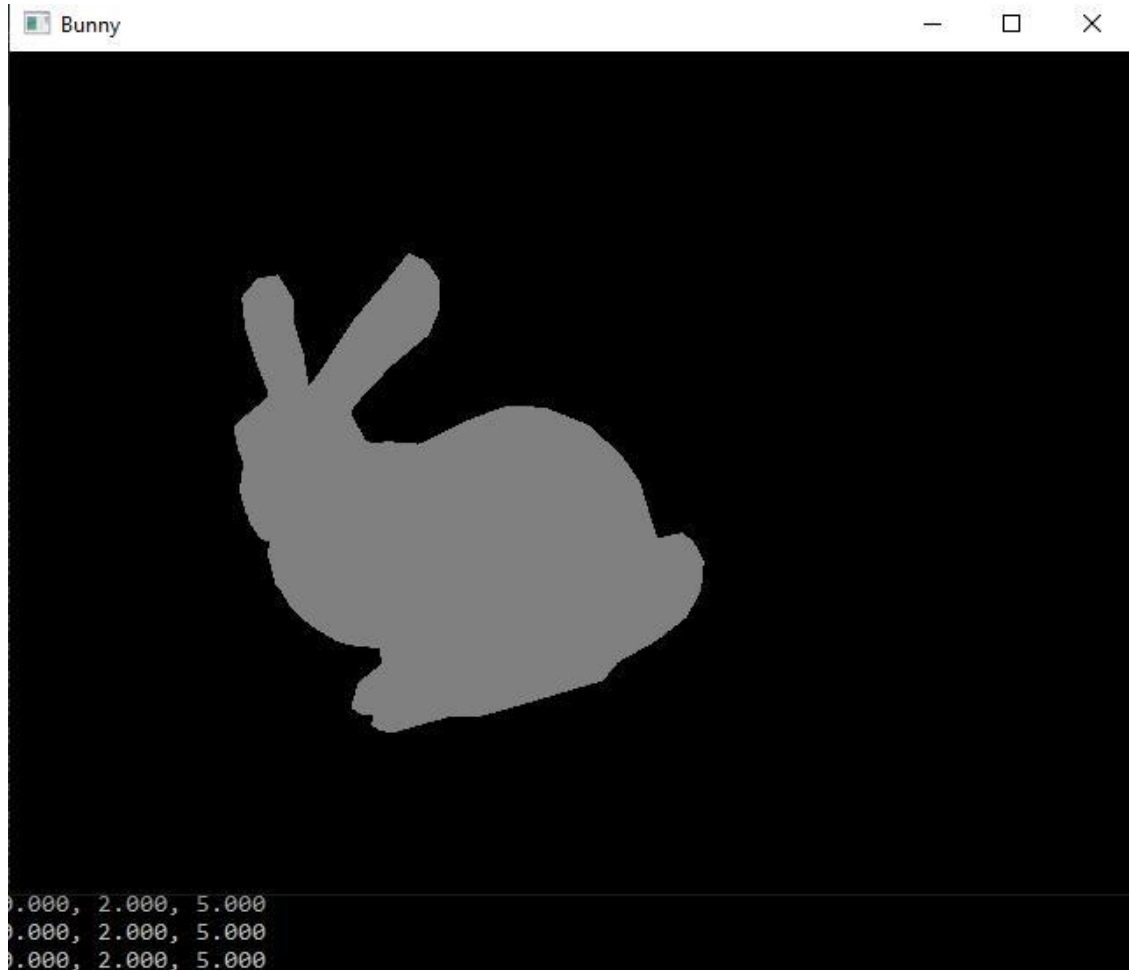


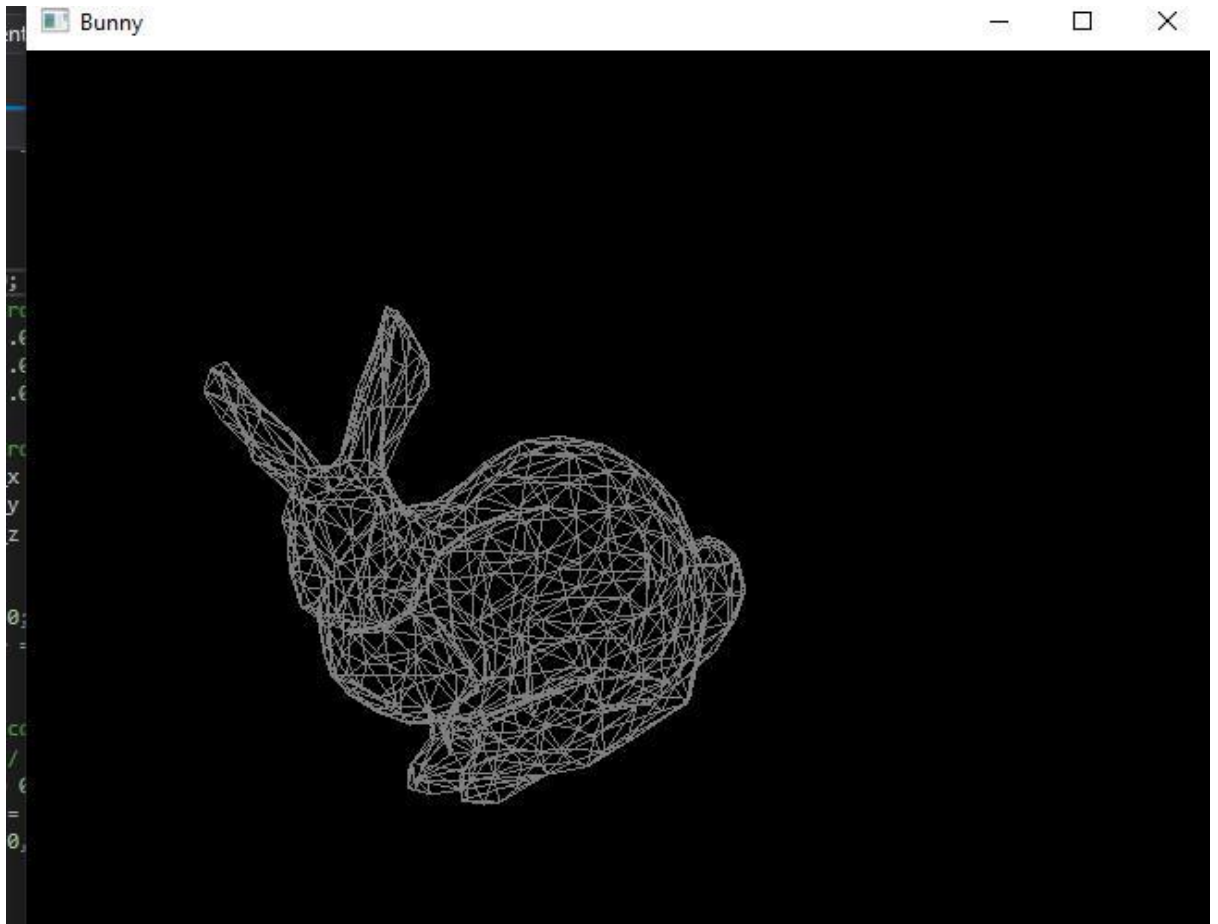
1. Bunny Image

- ☐ hit "0" to show the Bunny with no shading at all



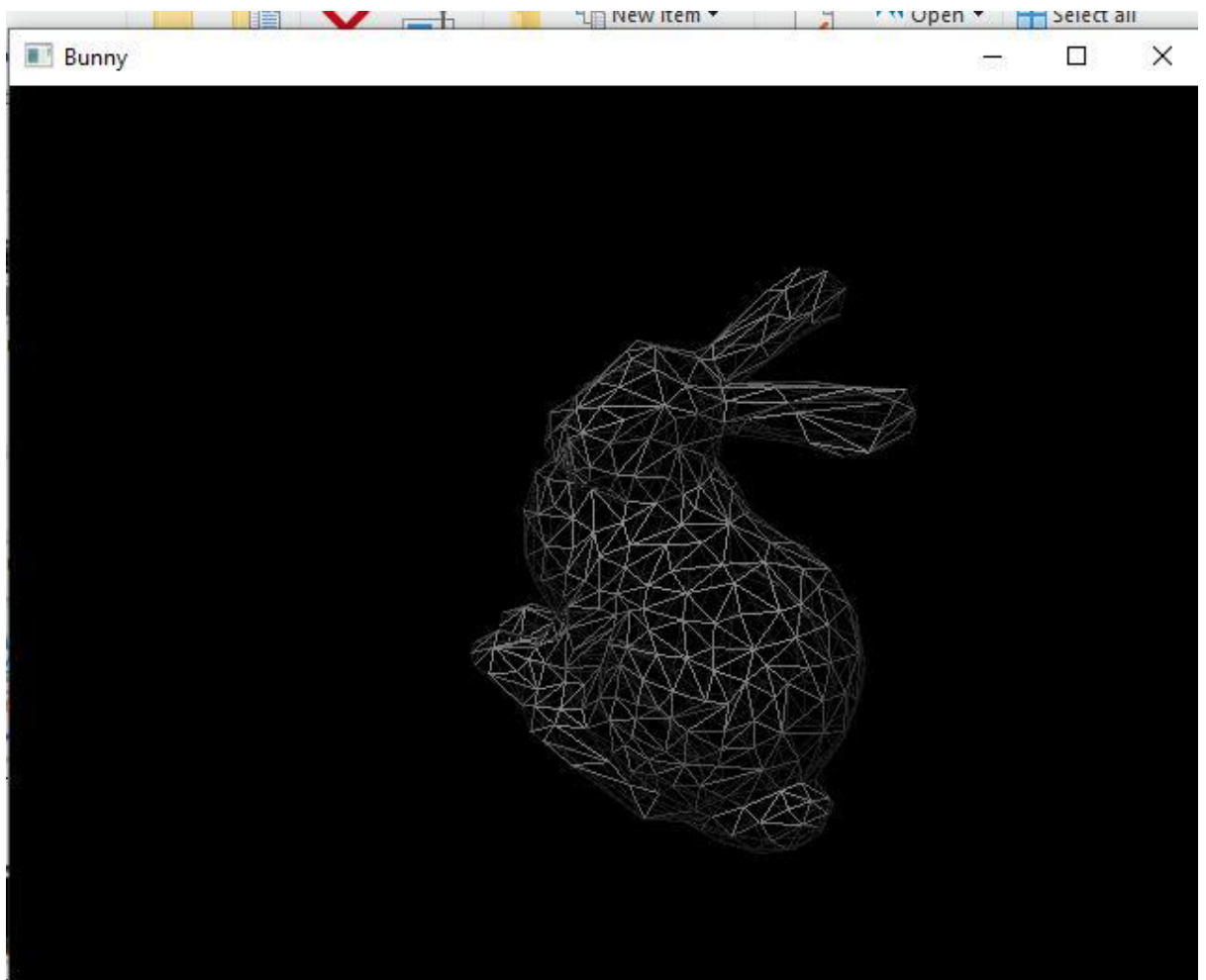
2. Mesh without Shading

- ☐ Mesh with `shading_type = 0`

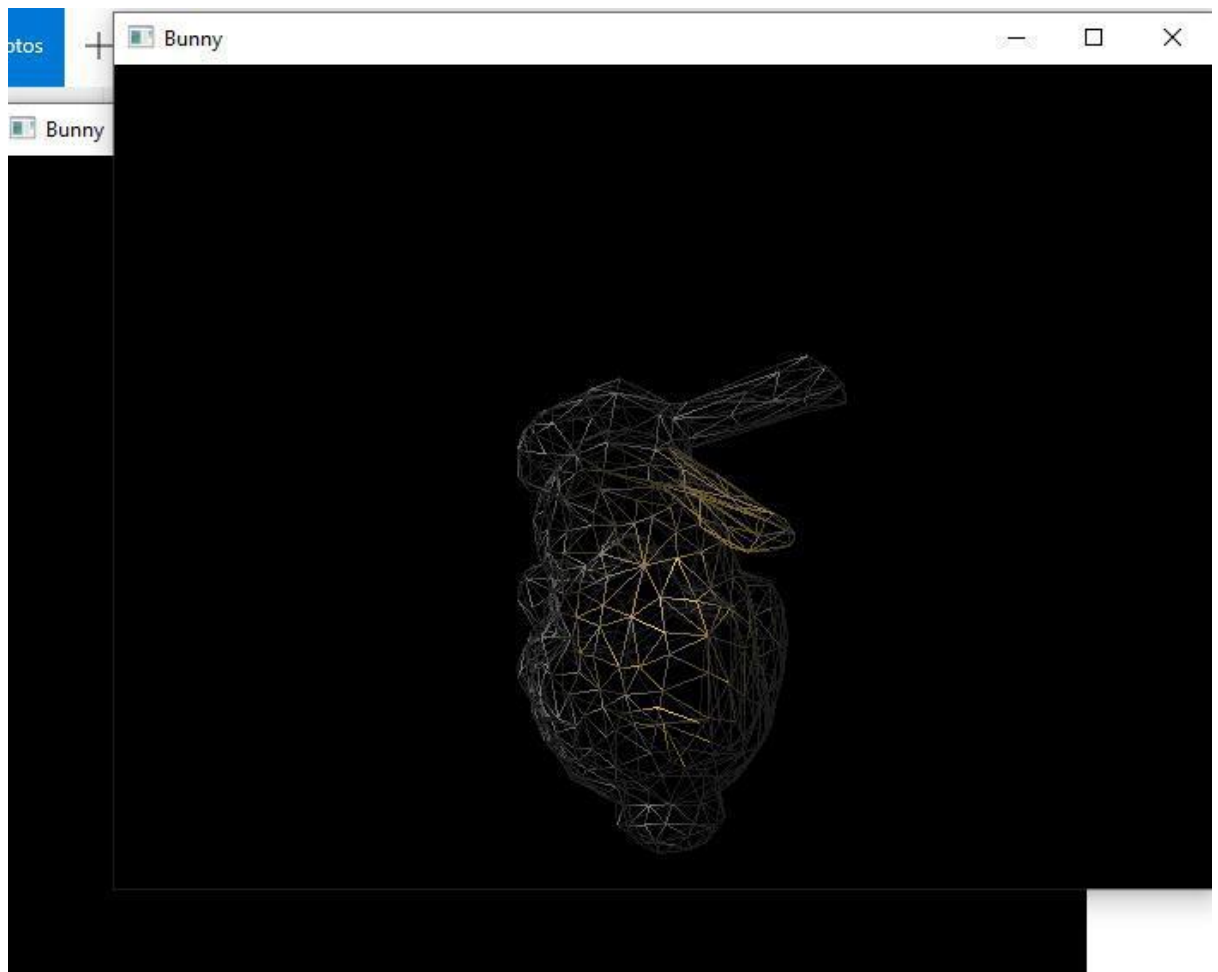


3. Mesh with Shading

- ☐ Mesh with shading_type = 1

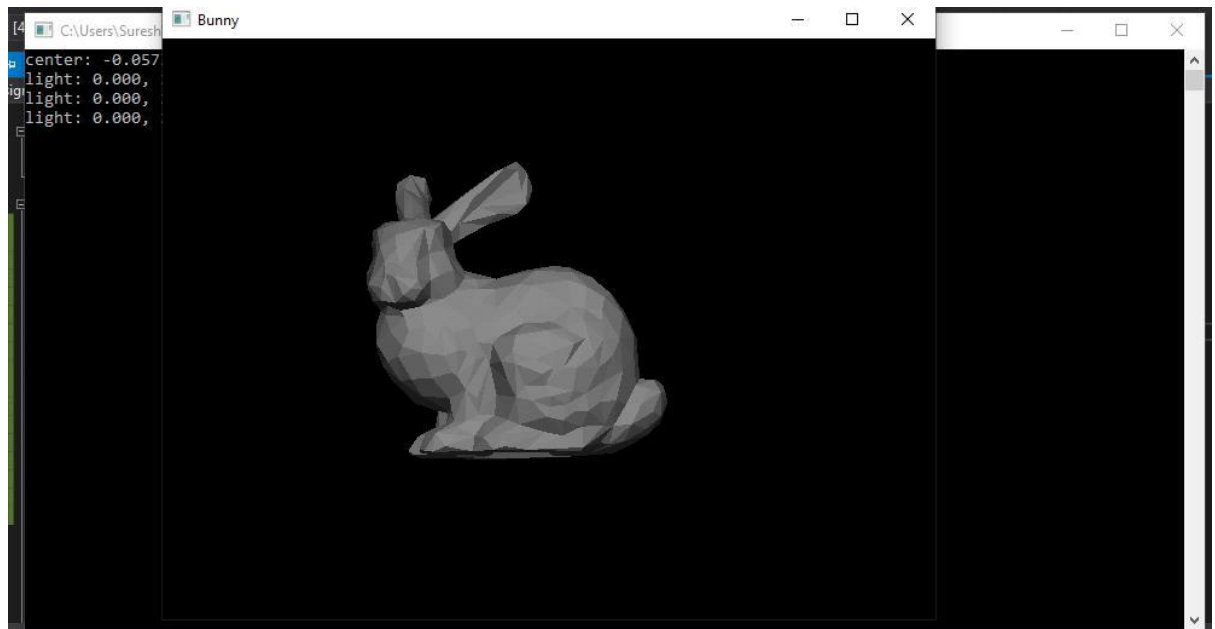


- ☐ Mesh with shading_type = 2



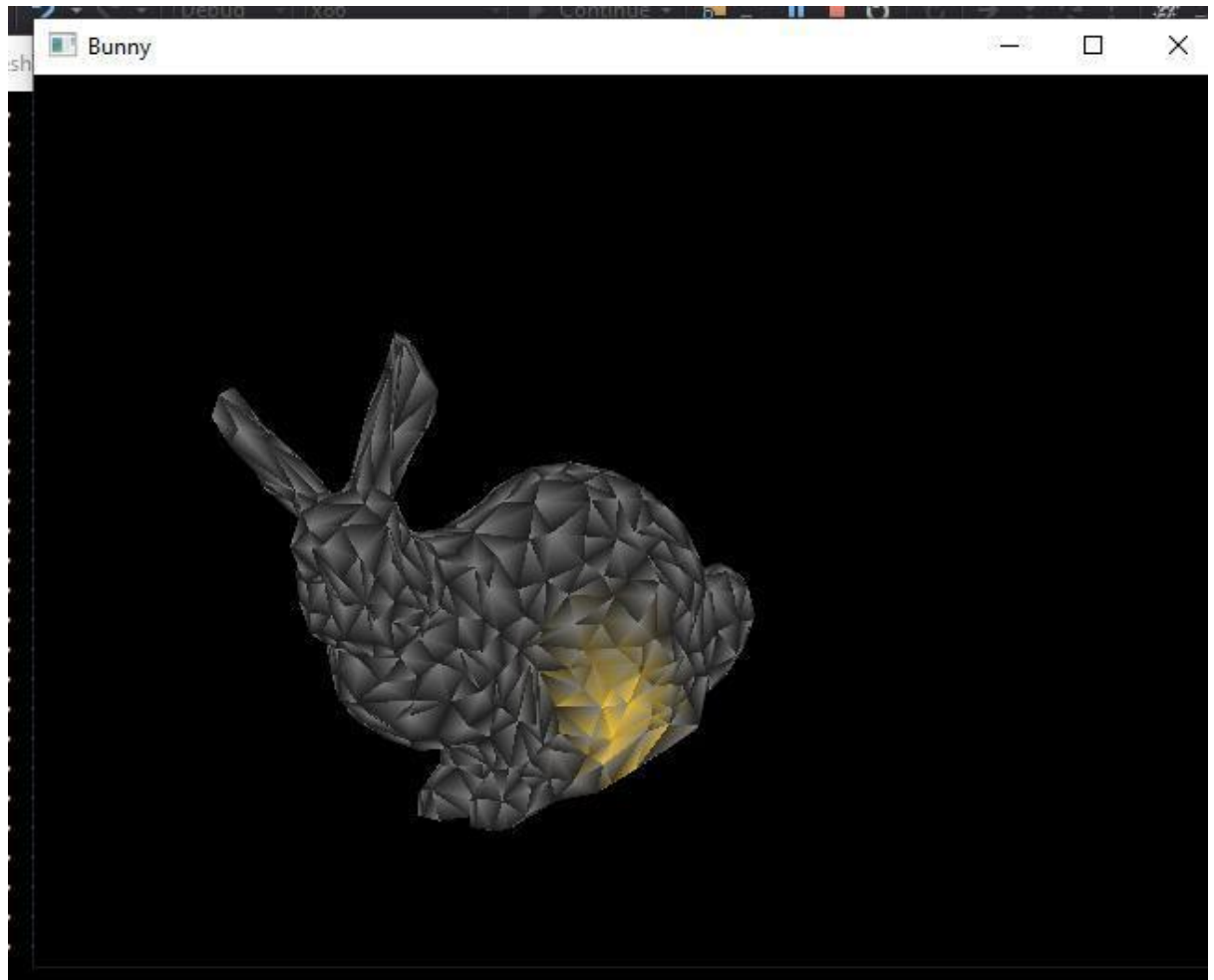
4. Plaster Version (Diffuse + Ambient)

- ☐ 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 $p=0.5$

