

CSCI-4967: Three-Dimensional Computer Graphics
Class 9: September 30, 2004
Illumination and Shading 2

Today's Class

We will continue our discussion of illumination and shading from last class.

1. Illumination recap, and specifying lighting in OpenGL
2. Computing normal vectors to a surface, and transforming surface normal vectors
3. Shading: Flat shading, Gouraud (smooth) shading, Phong shading
4. Physically realistic lighting models

Reading

Chapter 10 through 10.3, Chapter 10.10, and Chapter 10.20 of Hearn and Baker.
Chapter 5 of the OpenGL red book.

Activity

Try Nate Robins' OpenGL *lightposition* and *lightmaterial* tutorials.

Next Class

Spline curves.