

Color and Light I

CS 420

Objectives:

- Understand the RGB color model and its underlying physics.
- Understand Phong's lighting model.
- Learn how to use OpenGL's light and material properties and the OpenGL lighting model.
- Use directional and positional lights, light intensity attenuation, and spotlights.
- Understand the OpenGL lighting equation.
- Use OpenGL different shading models.
- Learn how to animate lights.

Experiments

- Exercises 11.1, 11.2, 11.3, and 11.6.
- Experiments 11.1 through 11.17. Note that you will be restoring several of the programs to their original versions. Be prepared for this.