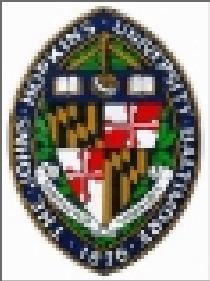


Illumination Models

Johns Hopkins Department of Computer Science
Course 600.456: Rendering Techniques, Professor: Jonathan Cohen



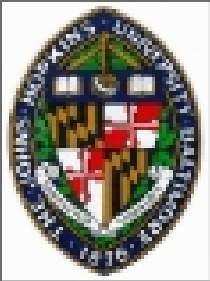
Things to Model

Light sources

- What color, intensity, lines through space

Reflection of light off surfaces

- How much light reflected in each direction
 - How are color and intensity changed



Real Lights

Real lights are complicated

- Sun light, iridescent bulbs, fluorescent bulbs
- Different spectra in different directions
 - probably time-varying as well, but we don't perceive much of that