

Introduction to Computer Graphics

Farhana Bandukwala, PhD

Lecture 15: Illumination and
Shading in OpenGL

Outline

- Specifying light sources
- Material properties
- Transparency
- Texture mapping

Light sources

- Supported light types: ambient, point, spot, directional
- Upto 8 different lights can be specified
- Parameters to be defined for each source
 1. Ambient intensity (r,g,b,a)
 2. Diffuse intensity (r,g,b,a)
 3. Specular color (r,g,b,a)
 4. Position (x,y,z,w)
 5. Spotlights: spot direction, exponent & cutoff