

CS 402 – Fall 2005  
Assignment 7

Problems at the end of Chapter 6:

6.1 (Just consider the Phong model used by OpenGL), 6.3, 6.7, 6.19, 6.21 (See Chapter 5, section 10).

Put light into your rotating program (one object about another). Make one version that assumes a light is moving around the object and lights it up where it is pointing.

Make another version where the center object is emitting light in all directions.