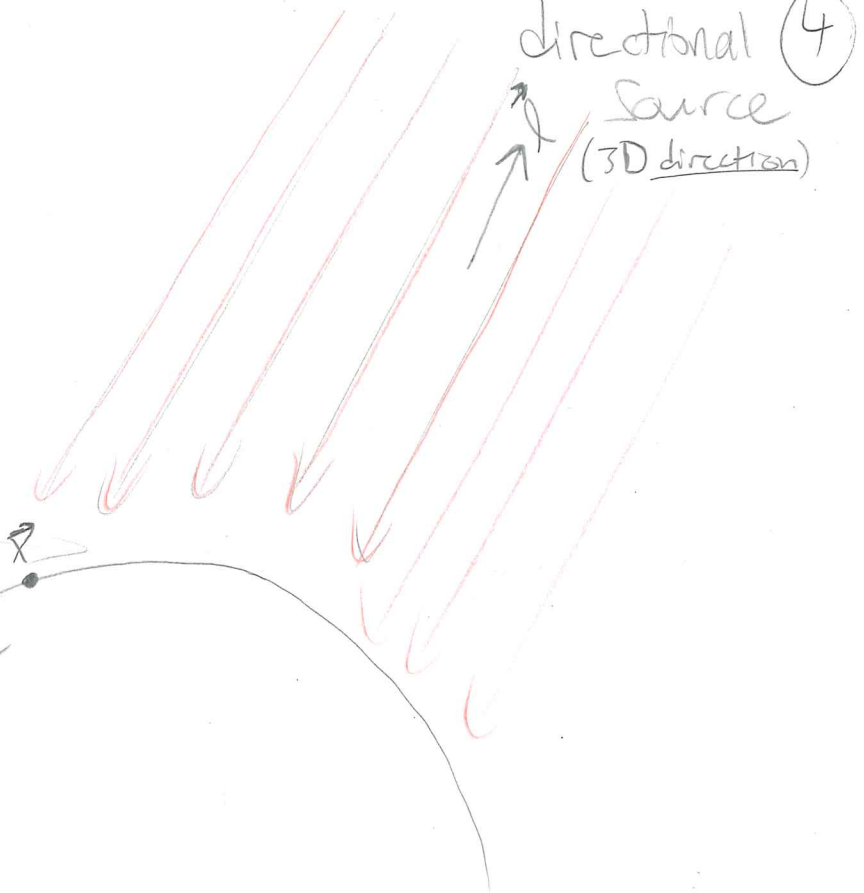


Lights

(3D location)
Point source



Surface

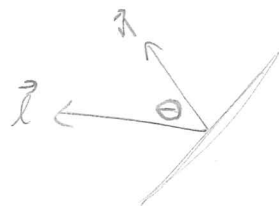
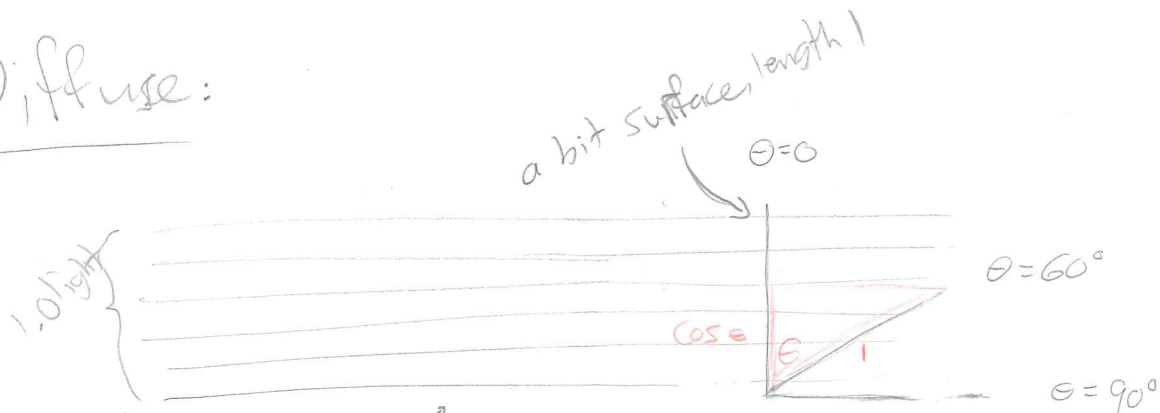


Given a point \vec{x} on the surface, give a unit vector that points in the direction of:

- a point source - \vec{s} $\text{normalize}(\vec{s} - \vec{x})$

- a directional source \vec{l} $\text{normalize}(\vec{l})$

Diffuse:



$$L_d \propto \cos \theta = \vec{n} \cdot \vec{l}$$

(assume \vec{n}, \vec{l} are unit length).