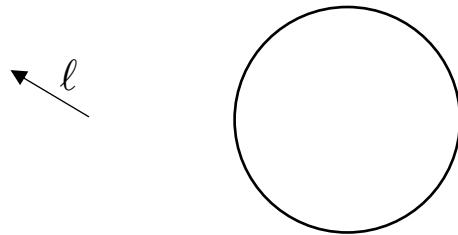


CSCI 480 / 580 – January 22, 2020 – Shading

1. Consider the scene depicted below, with a Lambertian (diffuse) sphere and a directional light, drawn as a direction unit vector ℓ . Assume the direction vector lies in the plane of the paper.

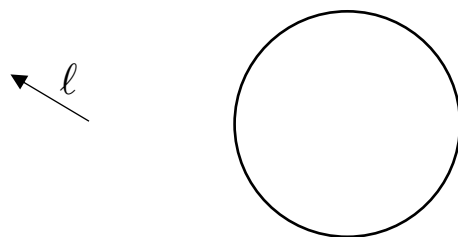
- a. Draw an "x" at the brightest point on the sphere.
- b. Draw an "o" at all points on the sphere where the amount of light reflected goes from nonzero to zero.



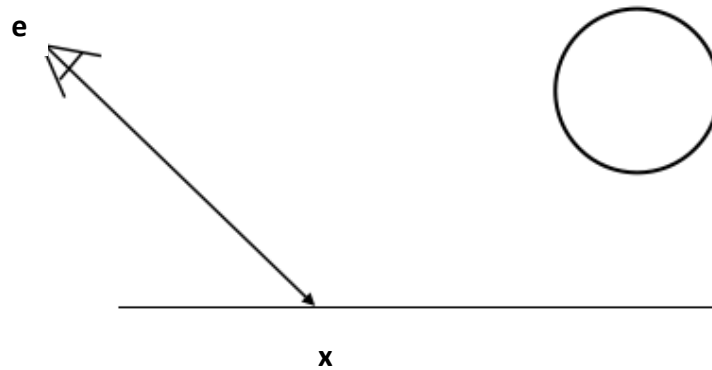
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2. Consider the viewing configuration of the surface below, where the flat surface that the viewing ray hits is a perfect **mirror**. Using machinery we've already developed, can you think of a way to accurately determine what the camera sees along the depicted viewing ray?



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