

Computer Graphics

Tutorial week 6

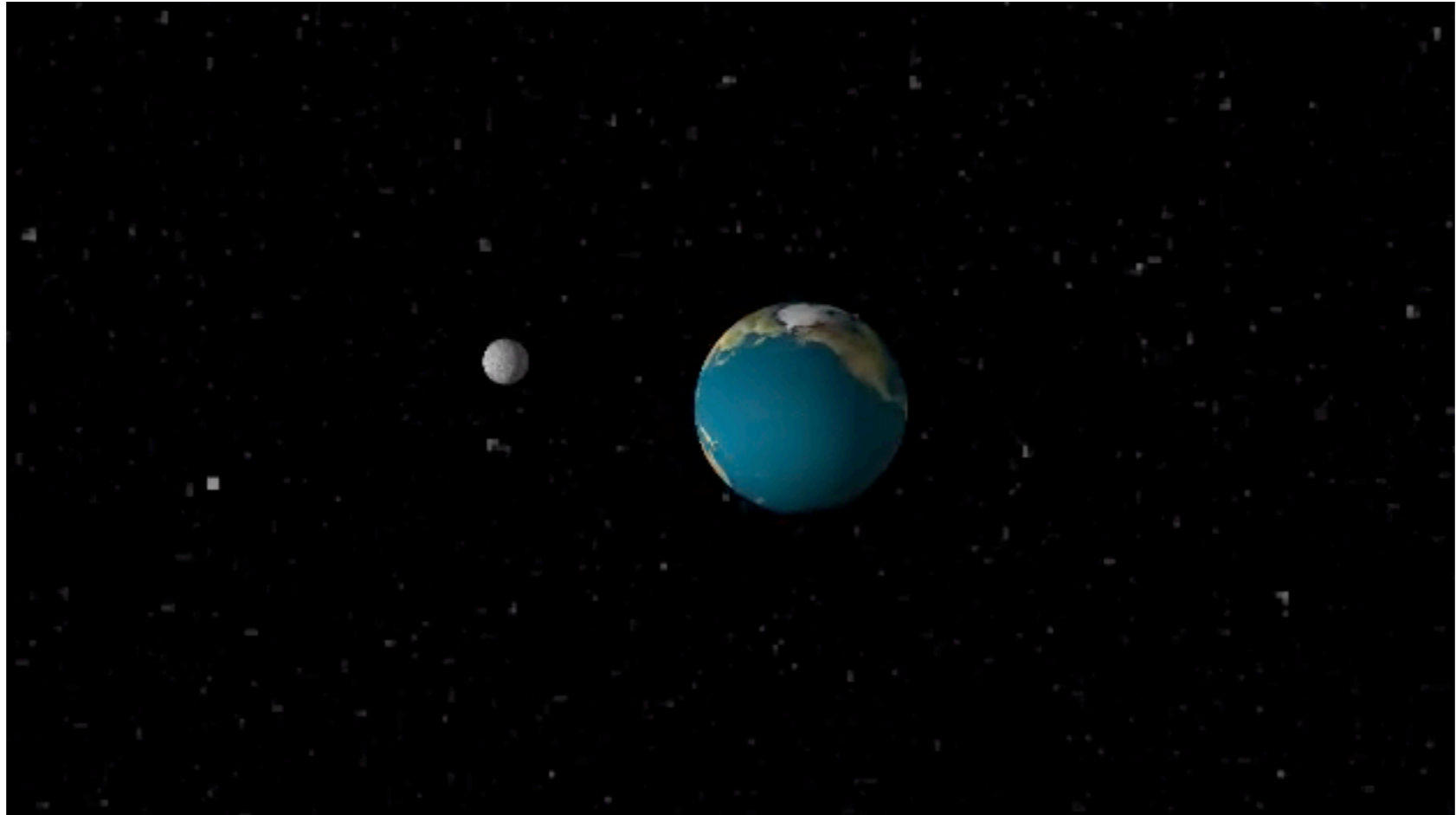
Today

- Your presentations
- Both OpenGL & raytracer: Gooch illumination

Your presentations

Some of your results

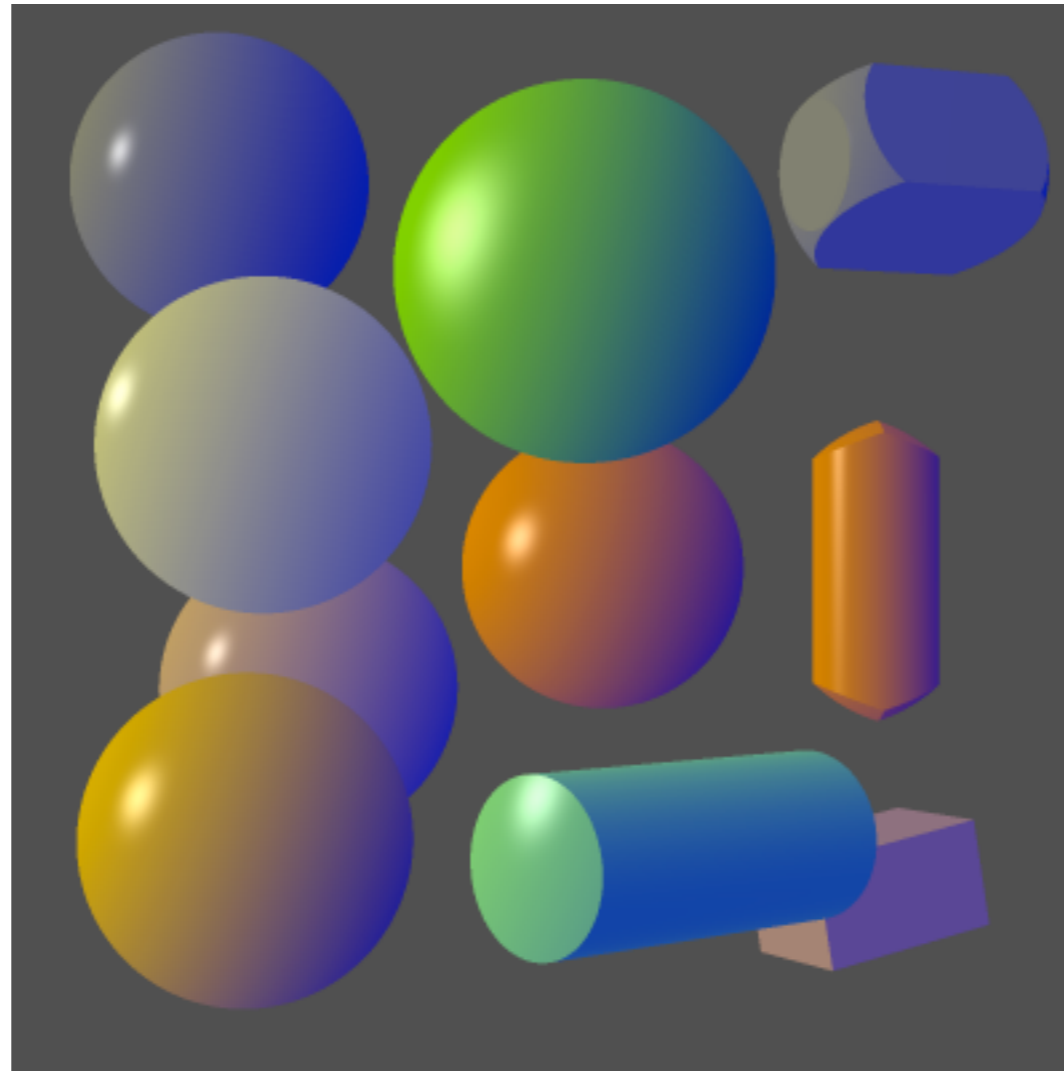




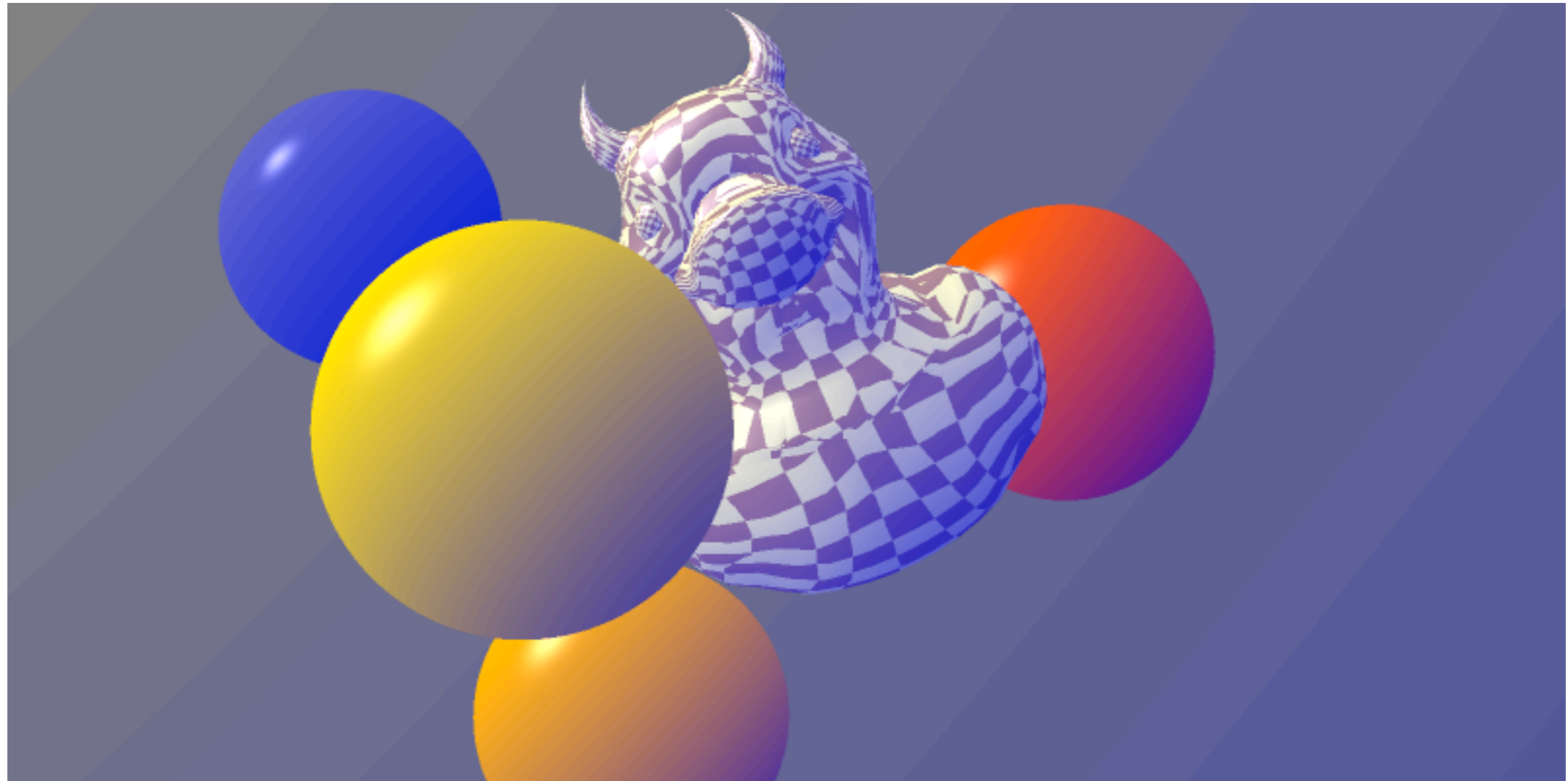
Gooch illumination

- Read the paper we link to
- Use the correct formula
- Implement for both Raytracer and OpenGL shader

Gooch illumination



Gooch illumination



**This week's
assignments are easier.**

**Hint: use this and work ahead, next
week's assignment is more work!**

Exam date has changed!

New date: April 14, 09:00-12:00