

Interactive Computer Graphics



CS 418 – Spring 2011

MP3 Teapot Contest

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Office Hours

Location: 1322 Siebel Center

Time: Monday 4pm-5pm

MP3 Requirement Explained

- 10% Load Triangles
- 10% rendering using perspective correct
- 20% realistic lighting
- 20% texture mapping
- 10% environment reflection (environment mapping)
- 10% documentation
- 10% impressiveness

Shadows

- Demo from
 - <ftp://ftp.sgi.com/opengl/contrib/mjk/tips/TextureReflectLight.html>
- Some explanations here:
 - <http://www.ia.hiof.no/~borres/cgraph/explain/shadow/p-shadow.html>
- It also includes reflection on the ground plane.