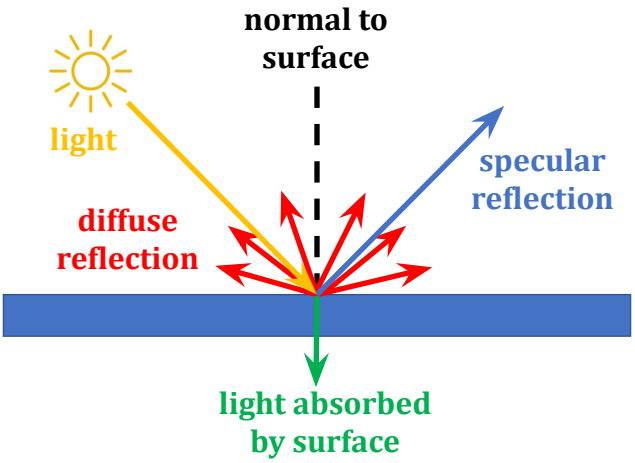
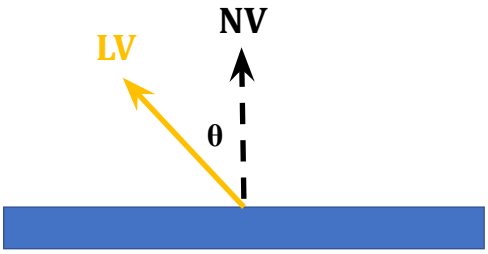


Lambertian Model



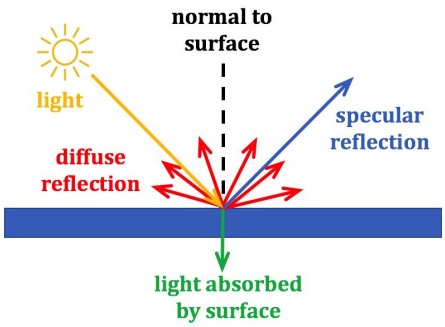
$$I = L_{amb}\, k_{amb} + L_{diff}\, k_{diff} (\cos \theta)$$

$$I = L_{amb}\, k_{amb} + L_{diff}\, k_{diff} (NV \bullet LV)$$

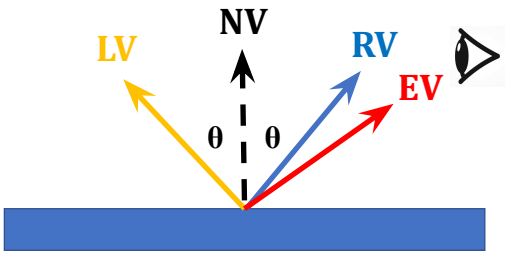
All parameters have **RGB** components!

L_{amb} , L_{diff} : intensity of ambient, diffuse light

k_{amb} , k_{diff} : fraction of ambient, diffuse light reflected from surface



Phong Model



$$I = L_{amb}\, k_{amb} + L_{diff}\, k_{diff} (NV \bullet LV) + L_{spec}\, k_{spec} (EV \bullet RV)^{e}$$

L_{spec} : intensity of "specular" light source

k_{spec} : fraction of specular light reflected from surface

e : exponent captures "shininess" of surface

All parameters have **RGB** components!