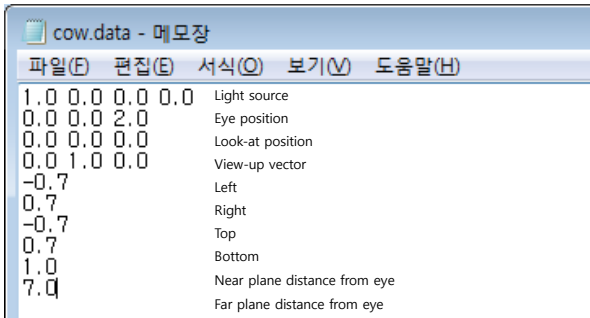


Shading

- Goal
 - Back-face culling
 - Hidden surface removal using the depth buffer
 - Local illumination
 - ◆ Gourad shading and Phong shading
 - ◆ You may make two programs for each one or one program with the illumination option menu. It's up to you.
 - Perspective projection

 - Development environment will not be given.
 - You may modify the existing one.

 - Input File (the same as assignment #2's)
 - Parameter file
 - ◆ Eye position, look-at position, view-up vector
 - ◆ View volume information
- 

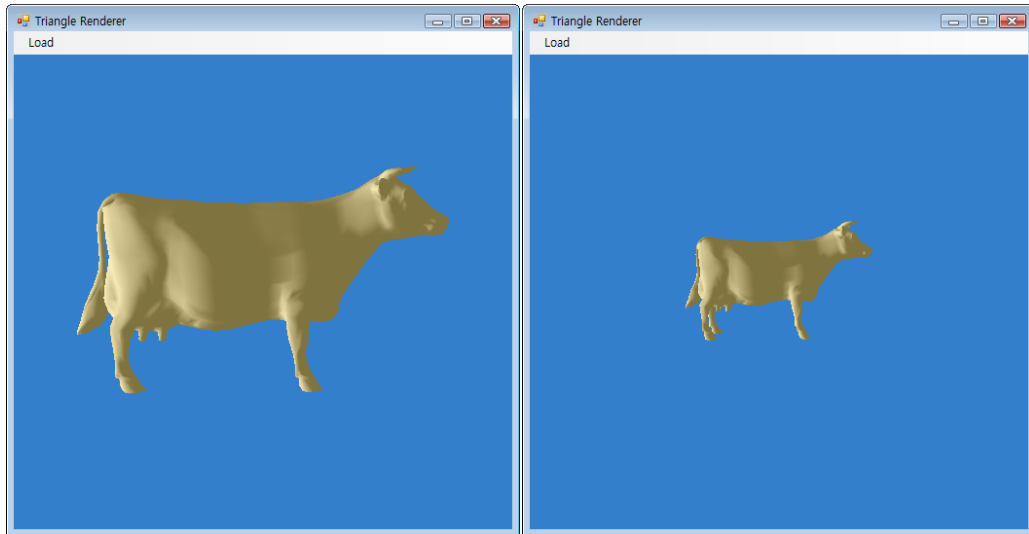
```

cow.data - 메모장
파일(F) 편집(E) 서식(O) 보기(V) 도움말(H)
1.0 0.0 0.0 0.0 Light source
0.0 0.0 2.0 Eye position
0.0 0.0 0.0 Look-at position
0.0 1.0 0.0 View-up vector
-0.7 Left
0.7 Right
-0.7 Top
0.7 Bottom
1.0 Near plane distance from eye
7.0 Far plane distance from eye

```
- Mesh file
 - ◆ Number of vertices
 - ◆ Number of polygons
 - ◆ Vertex information
 - Index
 - Position : x, y, z
 - ◆ Polygon information
 - Index
 - 3 indices of vertices (counter clockwise)
 - Color information is up to you
 - ◆ Ambient, diffusion and specular term
 - Window size : 500 x 500

- Output

- Shaded image



- Submission

- Program with brief comments

- ◆ Via email : intellee@vplab.snu.ac.kr
 - ◆ Email Subject : [CG] [학번] 이름, eg) [CG] [2000-10000] 홍길동
 - ◆ Make a zip except "Debug" and "Release" folders
 - Zip file name : [CG_3.zip](#)

- Documentation

- ◆ Less than or equal to 2 pages
 - ◆ No cover page
 - ◆ Development tool (eg. Visual C++ 2008)
 - ◆ Introduction
 - ◆ Structure and Implementation description
 - If there is user-define function, you should leave short description for that

- Due date: [2009/05/28 \(2 weeks\)](#)

- If you have a question, email me (intellee@vplab.snu.ac.kr)