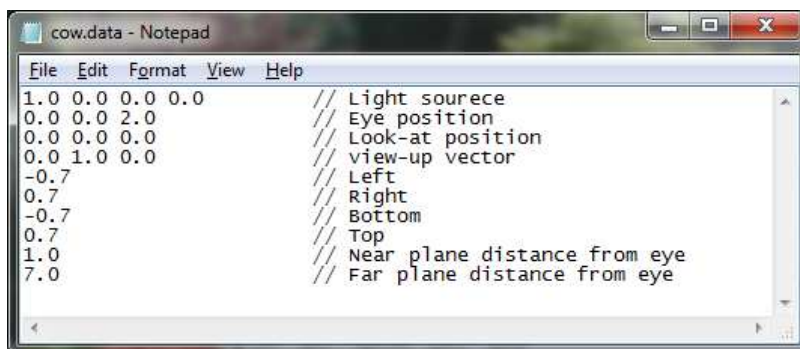


Shading

- What to do
 - ✓ Back-face culling
 - ✓ Hidden surface removal using the depth buffer
 - ✓ Local illumination
 - Gouraud 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

- Input file (the same as assignment #2's)

- ✓ Parameter file (.data)
 - Eye position, look-at position, view-up vector
 - View volume information



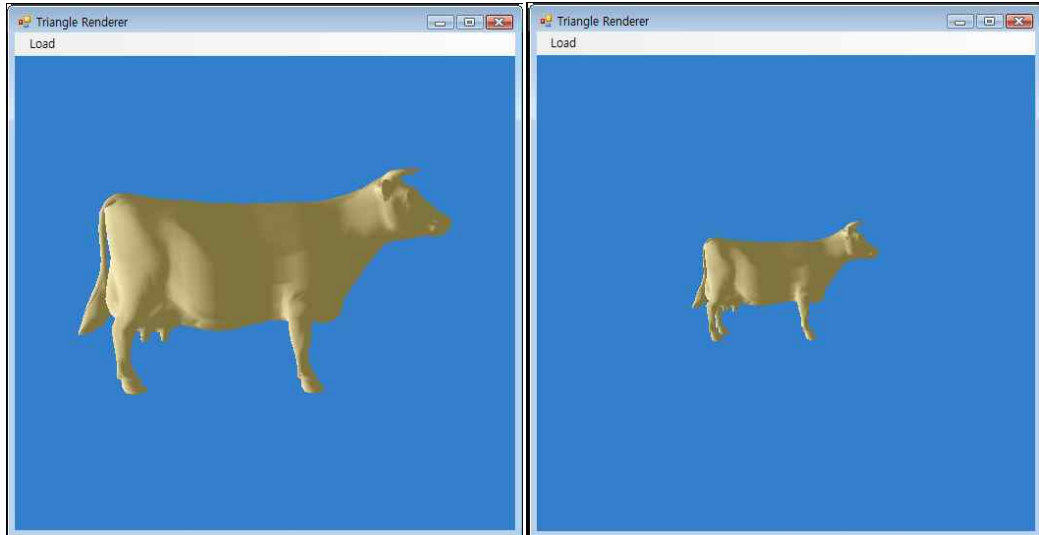
```

cow.data - Notepad
File Edit Format View Help
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 // Bottom
0.7 // Top
1.0 // Near plane distance from eye
7.0 // Far plane distance from eye
  
```

- ✓ Mesh file
 - Number of vertices
 - Number of polygons
 - Vertex information
 - Polygon information
- ✓ Color information is up to you
 - Ambient, diffuse and specular term

- Output view

- ✓ Shaded image
- ✓ Window size : 500 x 500



■ Submission

- ✓ Source code and documentation
- ✓ Via email : rapunzel@vplab.snu.ac.kr
- ✓ Email Subject : [CG]_학번_이름, (eg. [CG]_2009-3XXXX_이현나)
- ✓ Program with brief comments
 - Make a zip except "Debug" folder
- ✓ Documentation
 - Development tool (eg. Visual C++ 2008)
 - Less than or equal to 2 pages (No cover page)
 - Structure and Implementation description
 - If there is user-define function, you should leave short description for that
- ✓ **You Due date : 2009/12/02 23:59**

■ Grading

- ✓ Implementation : 90%
 - 2 shading models
- ✓ Documentation : 10%
- ✓ 10% penalty per day delayed, no score after 5 days delay

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