Shading Models recap

- flat shading
  - compute Phong lighting once for entire polygon
- Gouraud shading
  - compute Phong lighting at the vertices and interpolate lighting values across polygon
- Phong shading
  - compute averaged vertex normals
  - interpolate normals across polygon and perform Phong lighting across polygon

News

- demos
  - be 10 minutes early
  - bring hardcopy
    - to conserve paper: mpage p1.cpp > p1.ps
  - show TA timestamps
Shading Models Summary

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Scan Conversion

- **objective**: scan conversion
  - convert continuous rendering primitives to discrete fragments/pixels
- **pixel definition**
  - a digital image is composed of a regular grid of picture elements: pixels
  - every pixel describes the color of the image at one discrete point

Scan Conversion of Lines

- **task**
  - determine pixels closest to line
  - endpoints of line are given in subpixel precision

Deriving Line Scan Conversion