

Modules 5 - Lighting and Shading

Extended Resources

- ❖ This article addresses additional topics related to different ways to implement directional lighting in WebGL:

<https://webglfundamentals.org/webgl/lessons/webgl-3d-lighting-directional.html>

- ❖ This article gives in-depth information about how to implement the Phong Lighting Equation in the Vertex Shader or in the Fragment Shader:

https://developer.mozilla.org/en-US/docs/Web/API/WebGL_API/Tutorial/Lighting_in_WebGL

- ❖ This article examines different smooth shading techniques and does an in-depth examination of Phong Shading..

https://en.wikipedia.org/wiki/Phong_shading