

# Homework 6: Ray Tracing

Due: Tuesday, Apr 7 (9:30 AM)

## 1 Illuminating Samples

**Question 1** *When computing the illumination during ray tracing, what is the purpose of the ambient term in our lighting equation? What real-world effect does it approximate that ray tracing doesn't capture?*

**Question 2** *What type of surfaces does specular lighting approximate? What is the purpose of the Phong exponent in our lighting model?*

**Question 3** *How do you determine whether a particular light source affects an object (the object is not in shadow)? In what **other** case should the contribution of the light source to the object's color be 0 ?*