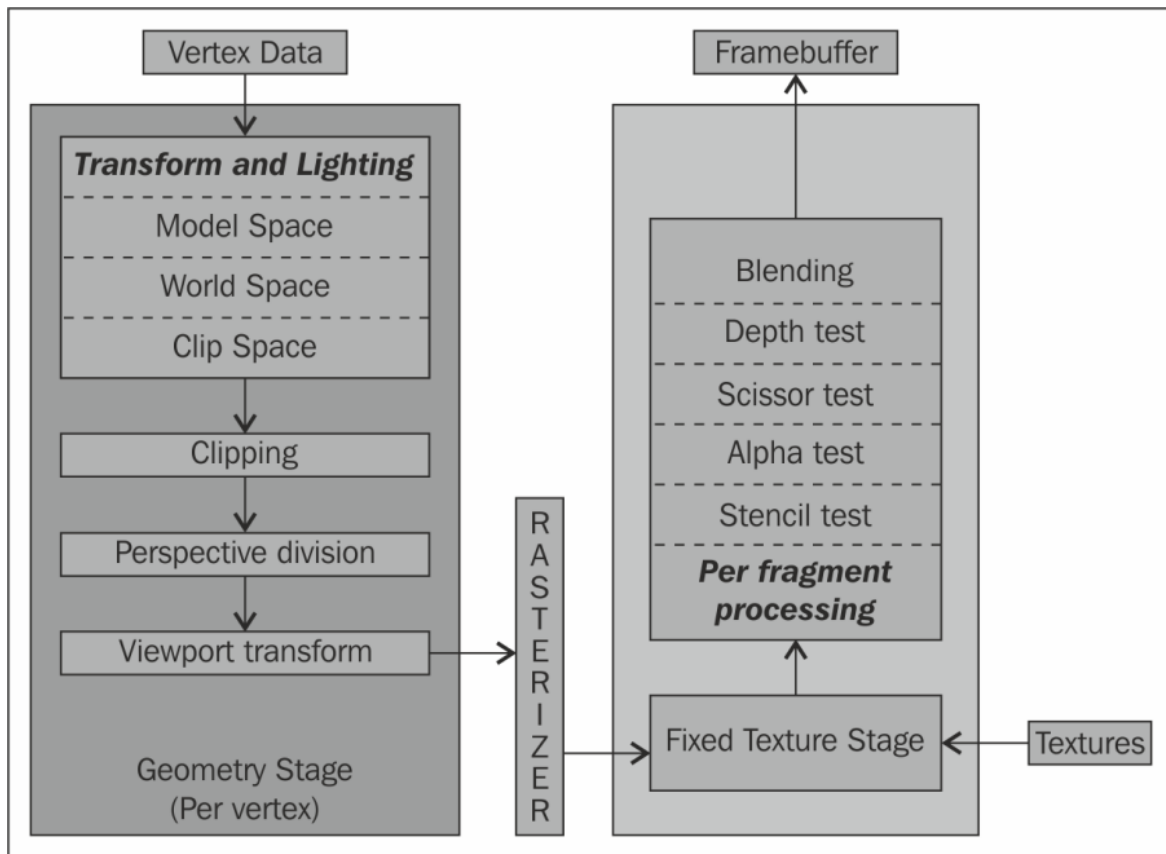
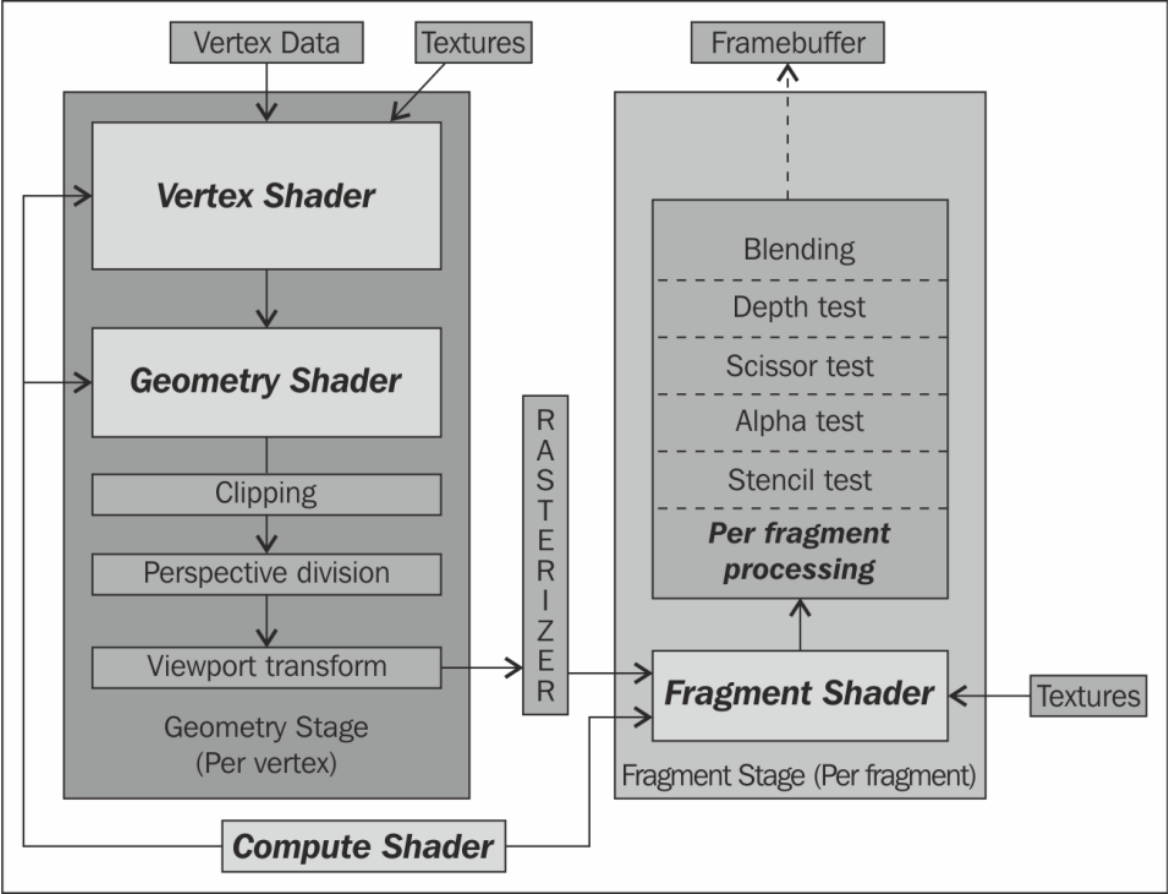


Chapter 1

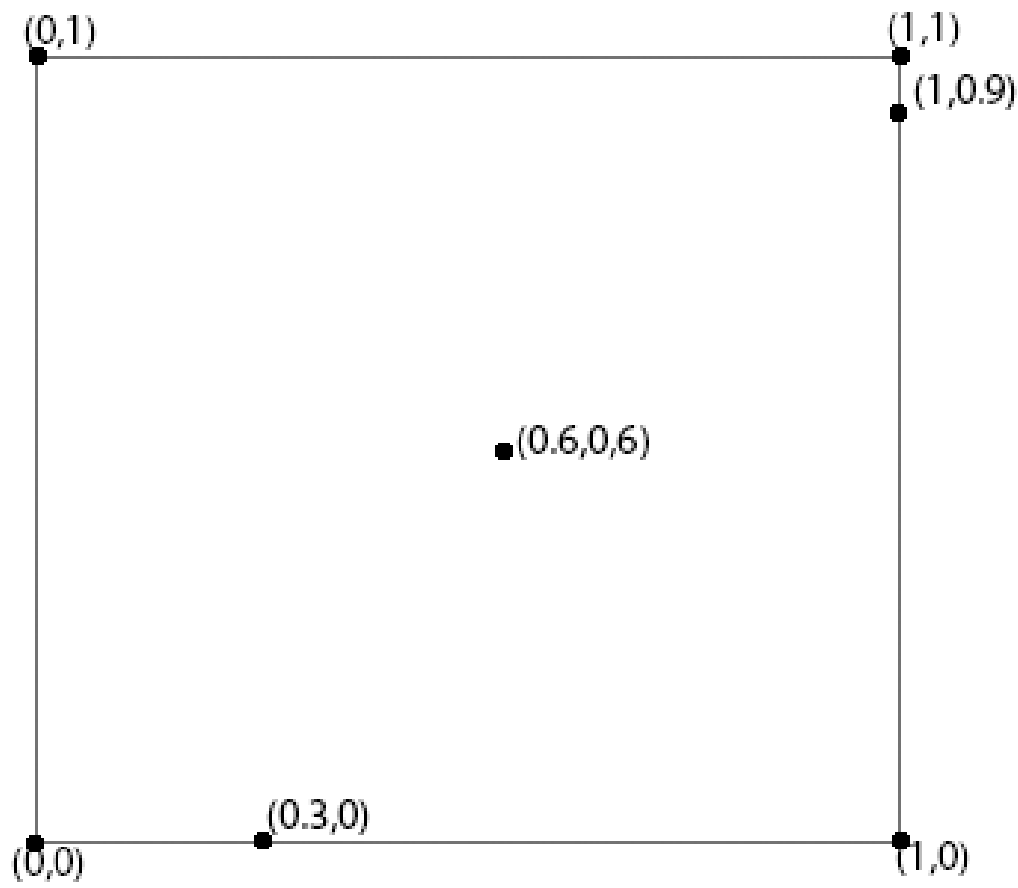


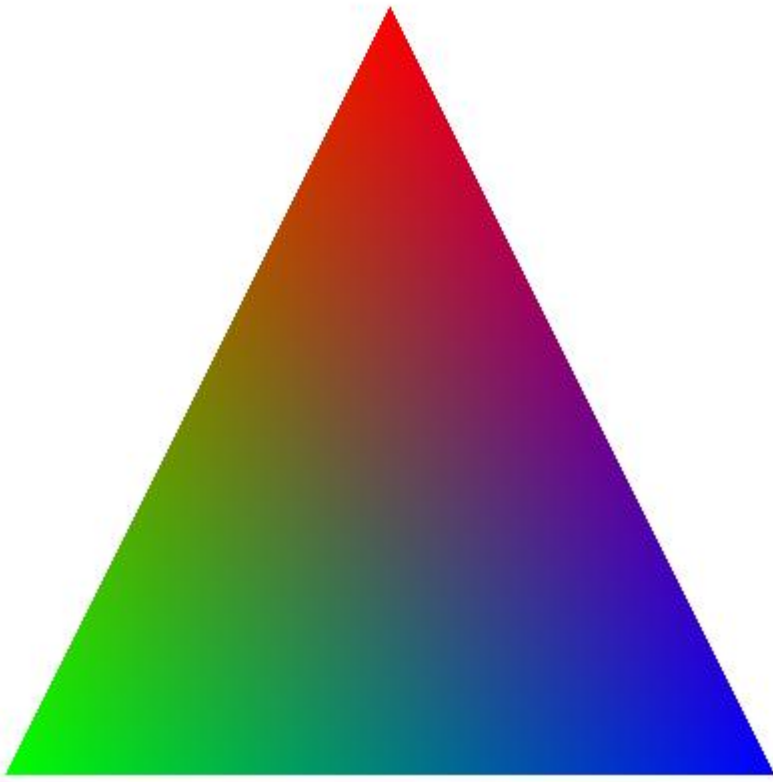


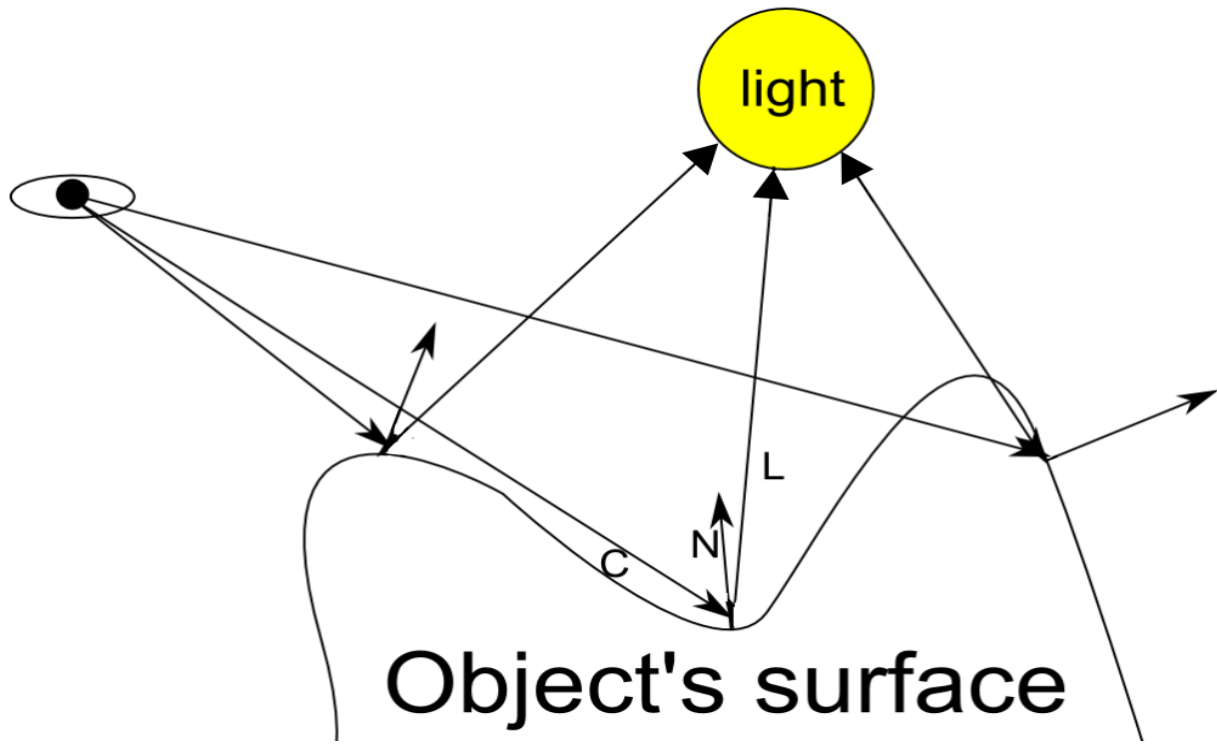
Chapter 3



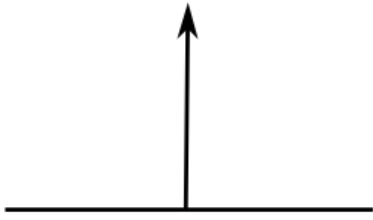








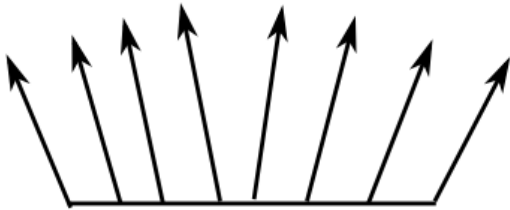
Object's surface



Flat shading



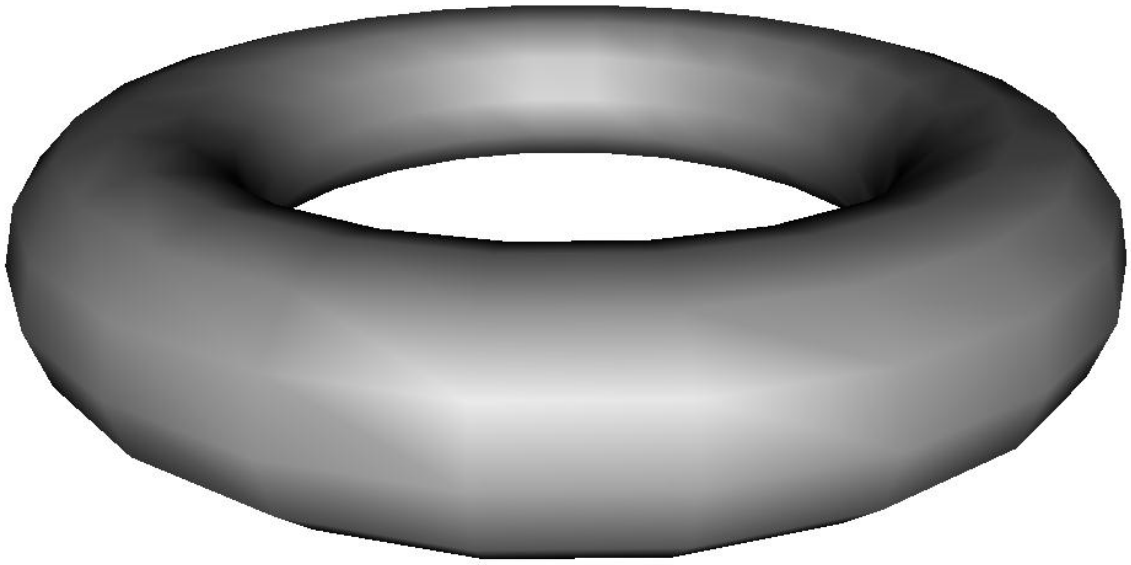
Gouraud Shading



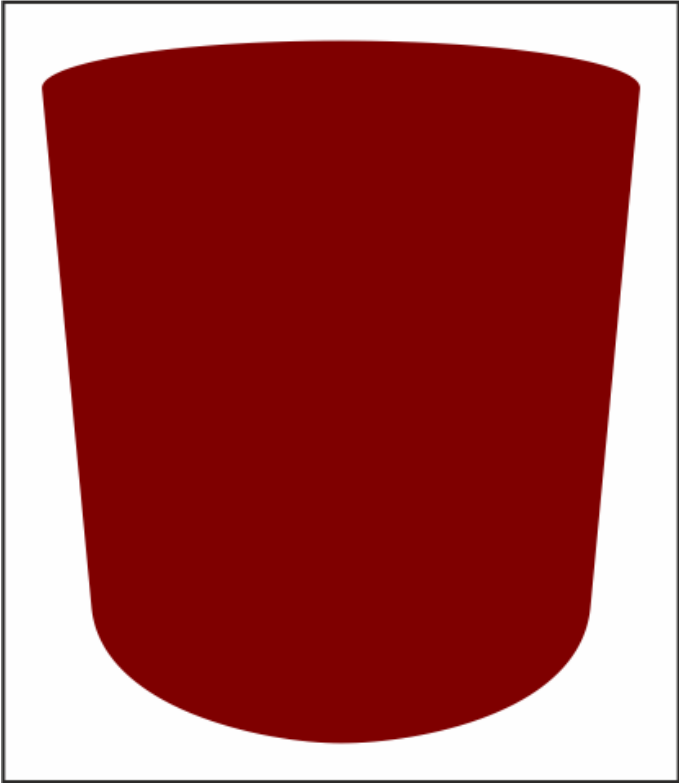
Phong Shading

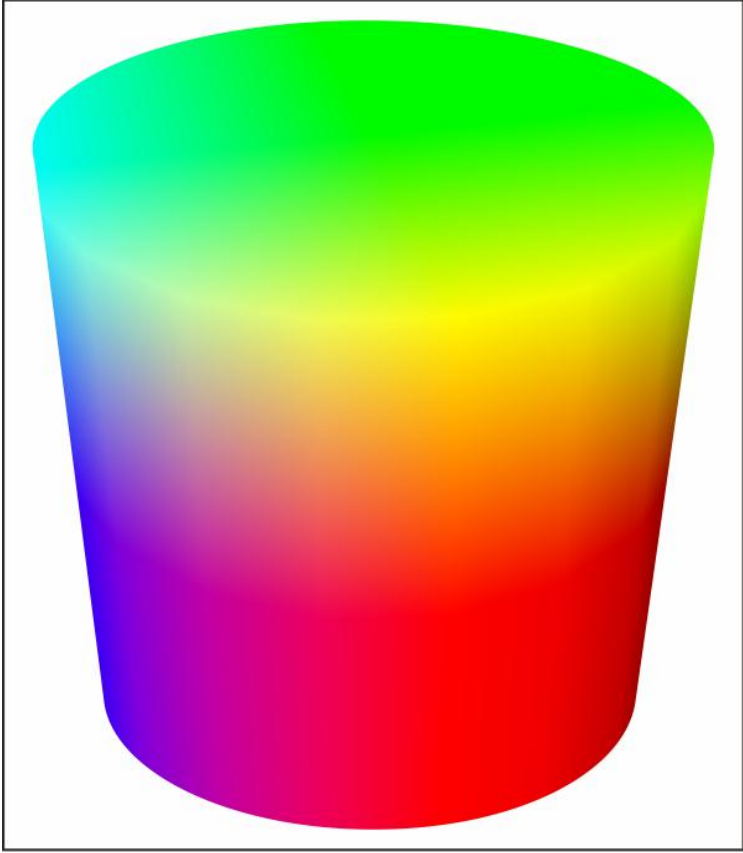


Normal Mapping

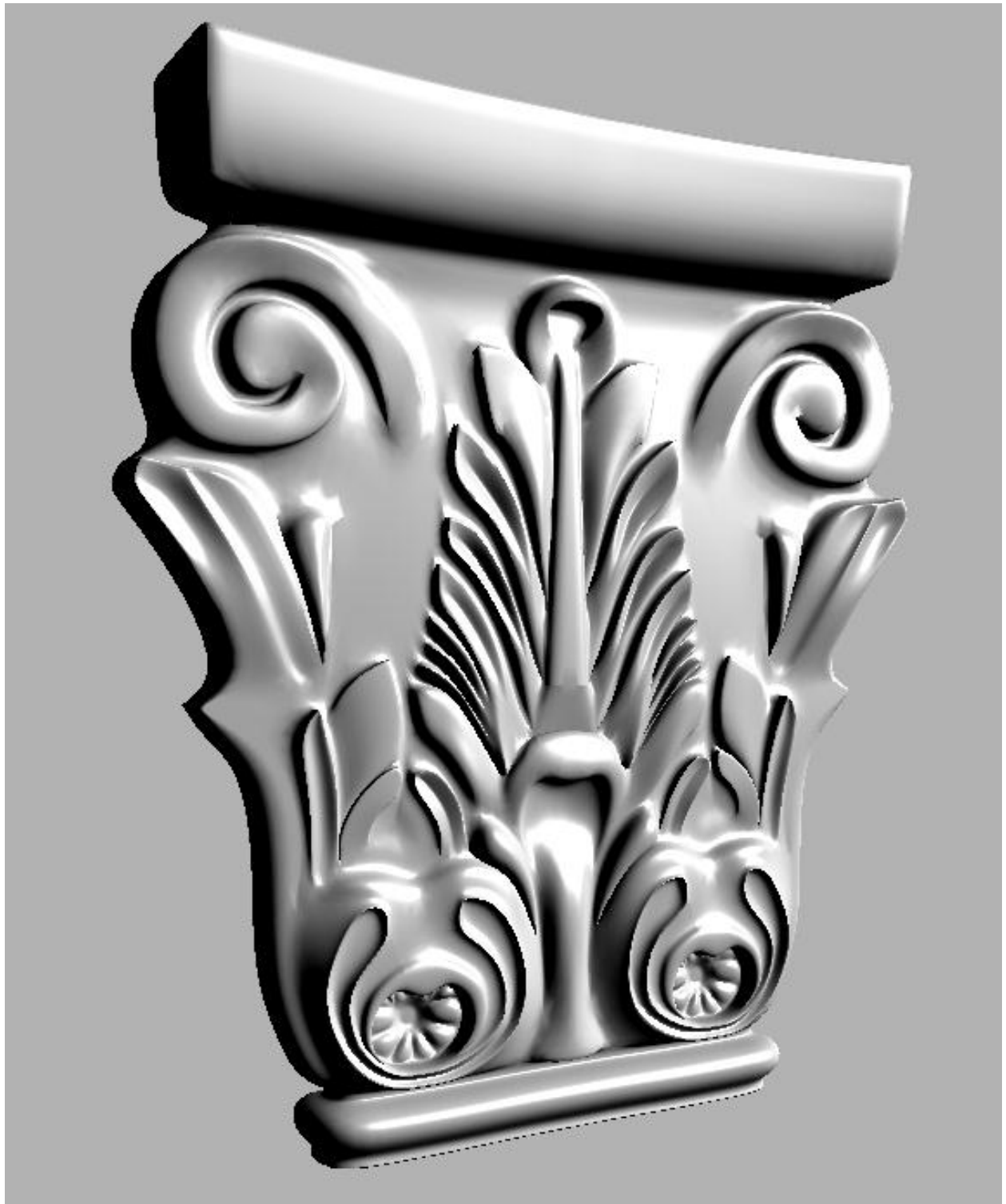


Chapter 4





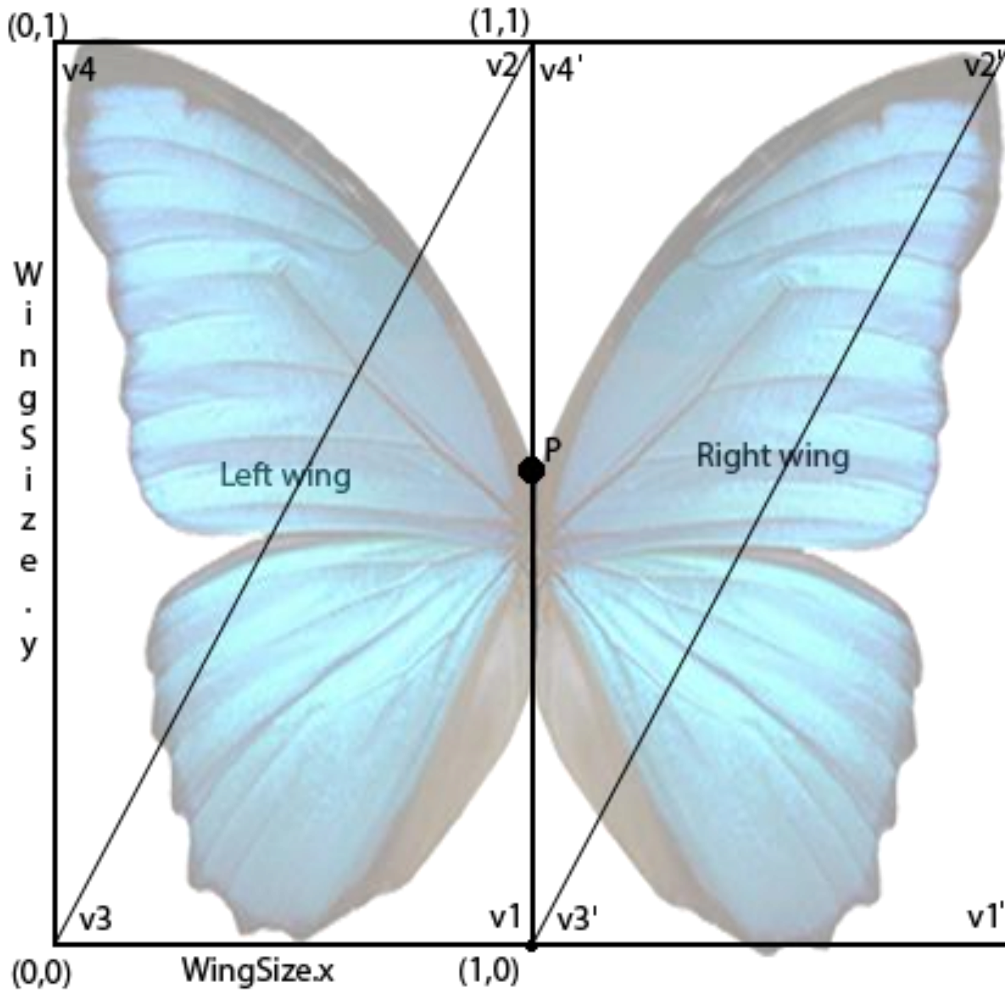








Chapter 5

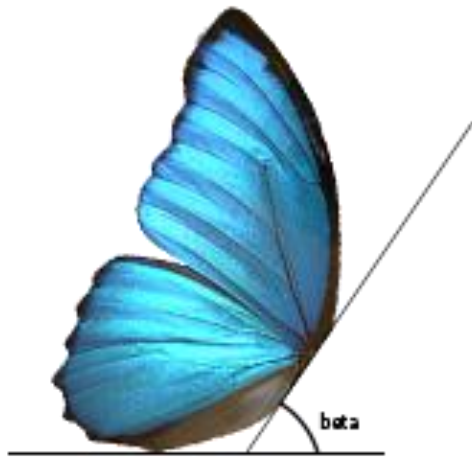
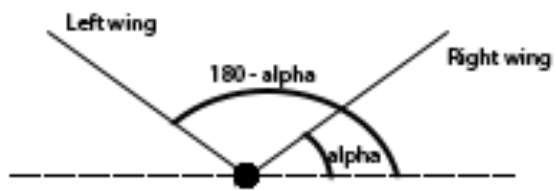


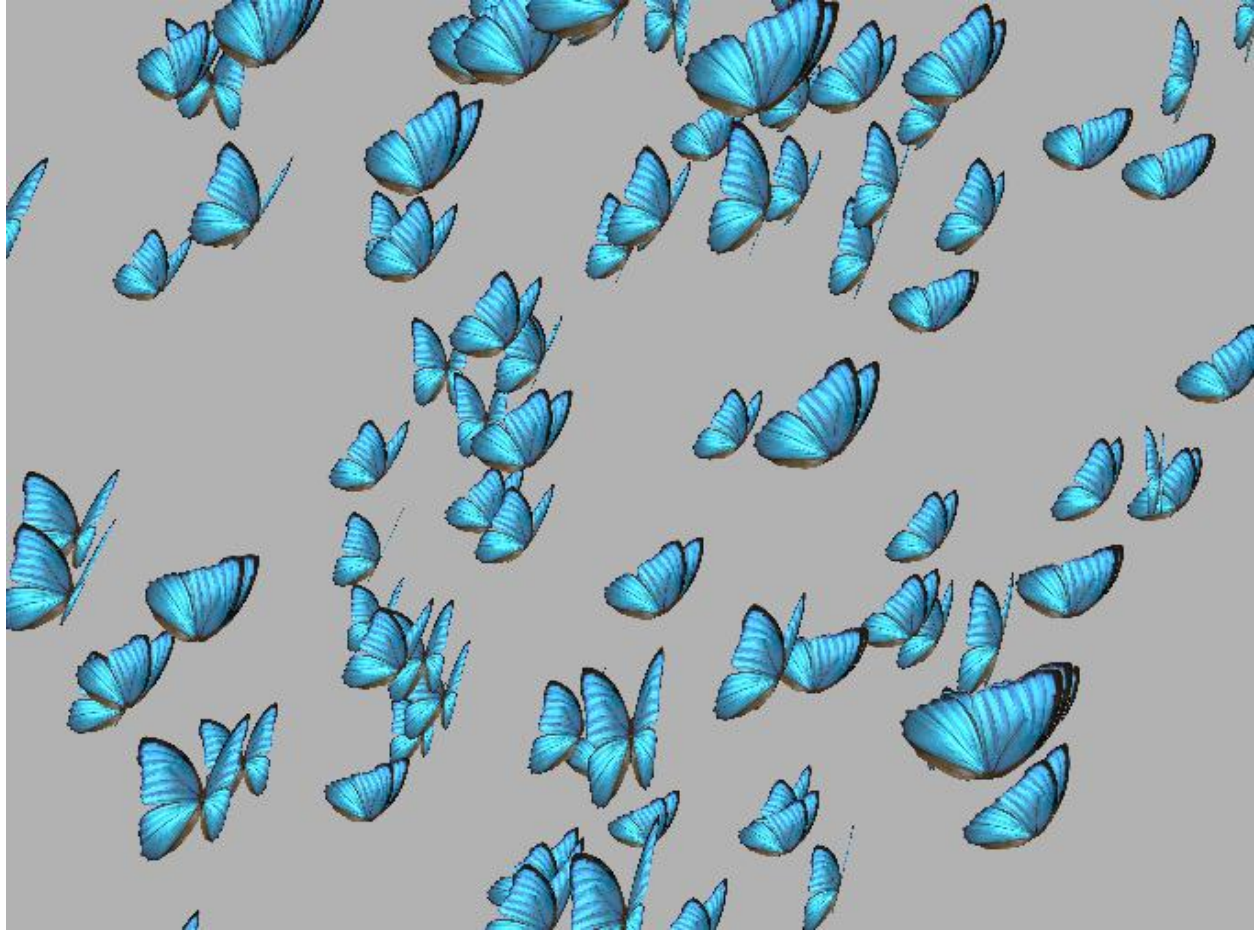
$$v1 = (Px, Py - \text{WingSize.y} / 2)$$

$$v2 = (Px, Py + \text{WingSize.y} / 2)$$

$$v3 = (Px - \text{WingSize.x}, Py - \text{WingSize.y} / 2)$$

$$v4 = (Px - \text{WingSize.x}, Py + \text{WingSize.y} / 2)$$





Chapter 6

