

Beginner

# OpenGL ES & GLKit

Hands-On Challenges

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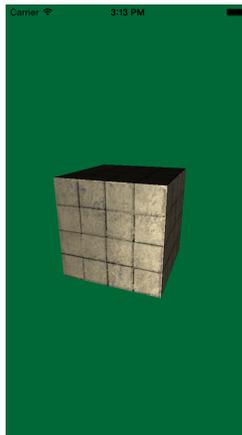
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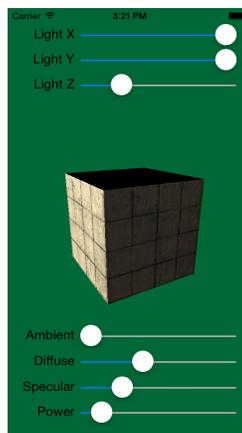
# Challenge #7: Light Director

There's only one part to the challenge this time, but it should help you get a better understanding of how the Phong lighting model works.

In the resources for this challenge, you will find a starter project. This is a project that is equivalent to where things left off in the lecture, with a textured and lit 3D cube drawn to the screen. Look through the project and make sure you have a good understanding of how it works.



Your challenge is to add some sliders to the screen to allow the user to change the light position, the ambient, diffuse, and specular intensities, and the shininess, as you can see in the screenshot below:



Once you have this working, play around with the sliders and make sure you understand the effects they have on the lighting. It should be a fun learning experience. Enjoy!

