

The object of this work is to design and implement an application for interactive experiments with local illumination models. The user can arbitrarily define an illumination model with mathematical formulas and mark certain parameters to be changeable. While such parameters are changed, the program smoothly draws an updated 3D scene. The scene can be defined in the text format, while several scenes are bundled with the program.

Two predefined well-known illumination models are also bundled with the program – Strauss' and Phong's model.