Shadows
Testing for shadows
Pseudo-code

For each light source i
  If face is backface wrt light source (called *self-shadowing*)
    Set IN-SHADOW to TRUE
  else
    Set IN-SHADOW to FALSE
  Construct ray from point to light source
  For each object
    Test ray-object intersection (between point and l.s.)
    If intersection found
      Set IN-SHADOW to TRUE for this light source
      Break out of object loop
  If (NOT IN-SHADOW) add in effect of light source
  accumulate diffuse light
  accumulate specular light