Shadows
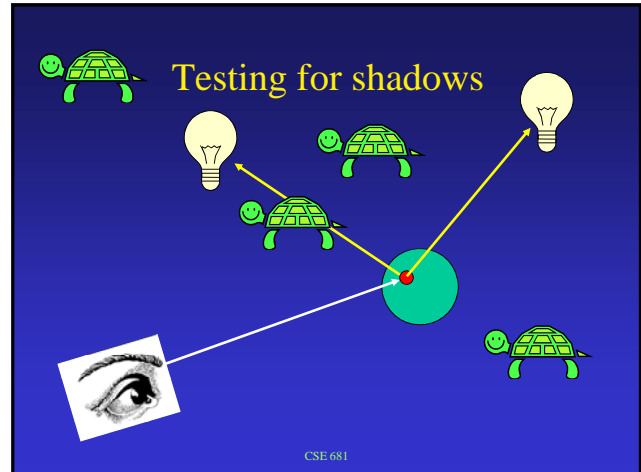
Testing for shadows

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 I
                accumulate diffuse light
                accumulate specular light
```