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