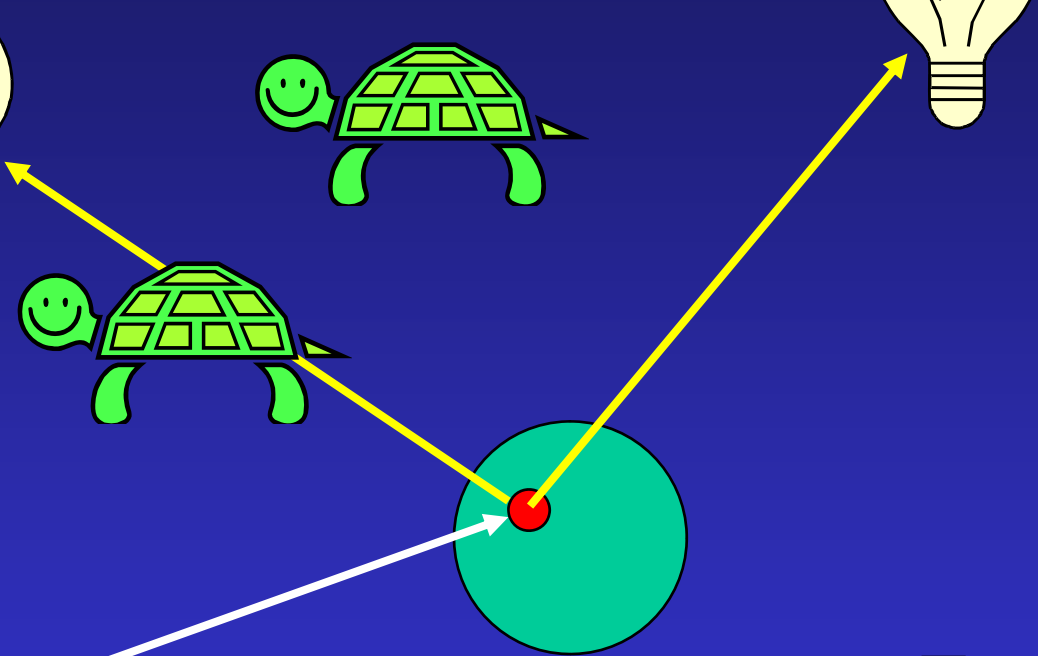
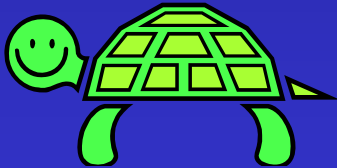
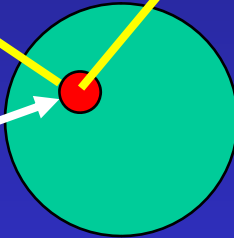
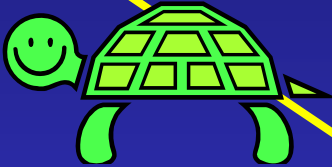
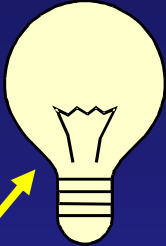
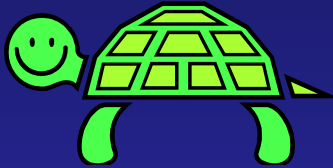
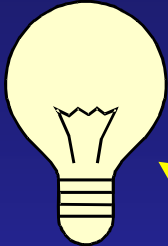
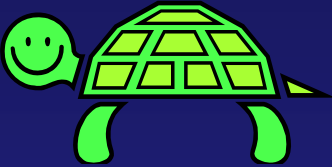


# Shadows

# 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
```