1. Use the program Lecture 13 Demo 1.cpp. In the function setMaterials(), change the value of mat_shininess to 0.0. What is the effect? Is the effect desirable?

2. Change the value of mat_shininess to 128.0 (the maximum allowed). What is the effect? Do the surfaces look shinier or less shiny than they did when mat_shininess was 64.0? Change it back to 64.0.

3. In the function setLights(), change the value of light_specular to (1.0, 0.0, 0.0, 1.0) (red light). What is the effect? Rotate the scene so that you can observe specular reflections off each of the objects.

4. Use the program Lecture 13 Demo 2.cpp. In the function setMaterials(), change the value of mat_emissive from (0.5, 0.0, 0.0, 1.0) to (1.0, 0.0, 0.0, 1.0). What is the effect?

5. In the function setMaterials(), change the value of mat_emissive to (1.0, 1.0, 1.0, 1.0). What is the effect? Is the effect desirable? Change it back to (0.5, 0.0, 0.0, 1.0).

6. In the function setMaterials(), comment out the function call glEnable(GL_COLOR_MATERIAL). What is the effect?