
Subject: Re: Material properties for object graphics
Posted by [Karl\[1\]](#) on Tue, 13 Mar 2007 22:09:46 GMT
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On Mar 13, 11:40 am, "mgal...@gmail.com" <mgal...@gmail.com> wrote:
> Does anyone have a table of values for shininess, specular, etc. for
> different materials like metal, plastic, wood? I know I've seen such a
> table, but it wasn't in the online help and some Google searches
> didn't find it.
>
> Mike
> --www.michaelgalloy.com

<http://www.opengl.org/resources/code/samples/redbook/>

Look at teapots.c
