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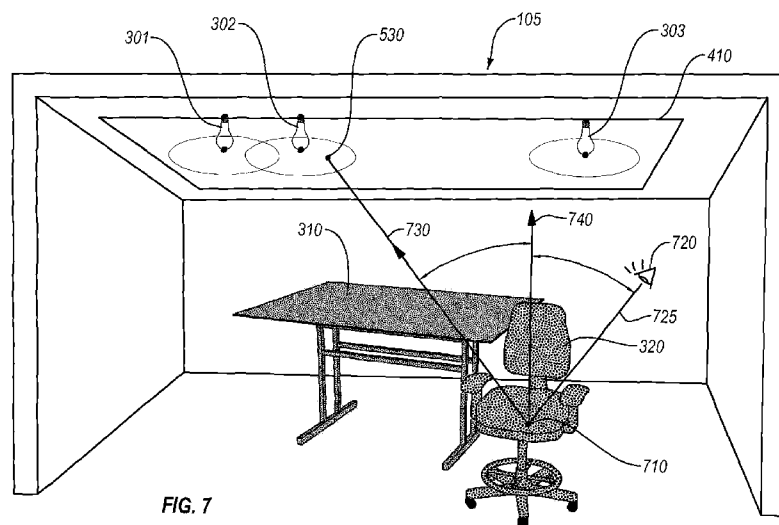
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(54) Title: METHOD AND SYSTEM FOR EFFICIENT MODELING OF SPECULAR REFLECTION



(57) **Abstract:** Systems, methods, and apparatus allow for the real-time rendering of specular effects within a three-dimensional model. At least one implementation allows a user to create a map that comprises a representation of at least one light source within a three-dimensional model. Furthermore, at least one implementation casts a viewpoint ray to an object surface point, wherein the viewpoint ray comprises a ray extending from a user perspective within the three-dimensional model. Additionally, at least one implementation casts a reflection ray of the viewpoint ray. Further, at least one implementation identifies an intersection point between the reflection ray and the map. Still further, at least one implementation calculates the specular reflection of the object surface point based on the intersection point.



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