

**APPARATUS AND METHOD FOR
SIMULATING SPECULAR REFLECTION
IN A COMPUTER GRAPHICS/IMAGING SYSTEM**

ABSTRACT OF THE INVENTION

The final viewable color of each pixel to be displayed responsive to specular reflected illumination intensity from a polygon is determined by generating a data signal, setting a specular component of the present pixel illumination intensity for the associated color, as the product of the intensity of a light source illuminating the polygon, a specular coefficient for that polygon, and a shading term proportional to the exponentiation of the rendered Gouraud Shading Intensity (GSI) for each of a plurality of selected primary colors of a sequence of pixels to be displayed as defining that polygon, by S , a shininess exponent (S) specified for that polygon.

FIGURE 4