

Lab4c

Enabling simple lighting

in



1. Open the project you created in Lab4a+b.
2. We want to enable default lighting, which is the simplest form of lighting. This can be done with one method during the drawing of a mesh.

```
/// </summary>
/// <param name="gameTime">Provides a snapshot of timing values.</param>
protected override void Draw(GameTime gameTime)
{
    graphics.GraphicsDevice.Clear(Color.CornflowerBlue);

    foreach (ModelMesh mesh in this._cube.Meshes)
    {
        foreach (BasicEffect effect in mesh.Effects)
        {
            effect.EnableDefaultLighting();
            effect.Projection = this._projectionMatrix;
            effect.View = Matrix.CreateRotationX(((float)gameTime.TotalGameTime.TotalMilliseconds) / 100)
                Matrix.CreateRotationY(((float)gameTime.TotalRealTime.TotalMilliseconds) / 100)
                Matrix.CreateLookAt(new Vector3(0, 0, -100), new Vector3(0, 0, 0), Vector3.Up);
            effect.World = this._cubeMatrices[mesh.ParentBone.Index];
        }
        mesh.Draw();
    }

    base.Draw(gameTime);
}
```

3. The result should be something like this.

