



shading reflective object

→ shade surface =  $C_0$

→ shade reflection ray =  $C_r$

reflectance =  $\beta \in [0, 1]$

color =  $C_0 + \beta(C_r - C_0)$

$\beta = 0 \Rightarrow C_0$

$\beta = 1 \Rightarrow C_r$