(a)   (b)

Figure 4.11   A cube rendered with the correct winding order (a), and the same cube rendered with the incorrect winding order (b).

Ambient Light

Ambient light is an uniform amount of light that is applied to every single object in the scene. The amount of ambient light may be set differently for different levels in the game, depending on the time of day. A level taking place at night will have a much darker and cooler ambient light than a level taking place during the day, which will be brighter and warmer.

Because it provides an even amount of lighting, ambient light does not light different sides of objects differently. So think of ambient light as the light outside on an overcast day when there is a base amount of light applied everywhere. Figure 4.12(a) shows such an overcast day in nature.
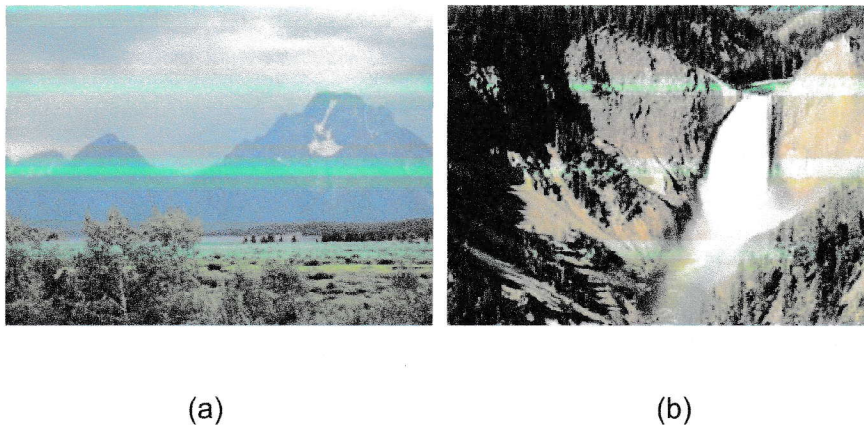

(a)   (b)

Figure 4.12   Examples in nature of ambient light (a) and directional light (b).