

# CAPH.WUI.ENGINE.RENDERING.PHONG MATERIAL

PhongMaterial is opposite to LambertMaterial, rendering shiny surfaces. This can show some fantastic effects when combined with the correct use of light evaluated per pixel.

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#### PhongMaterial

## Constructor

PhongMaterial	
Description	
Material phongMaterial method allows you to create a material for shiny surfaces. This method doesn't take any argument.	
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var AccRendering = caph.wui.engine.rendering;  var basePage = new AccRendering.BasePage();  var geometry = new AccRendering.SphereGeometry().build(100, 100, 100);  var matrial = new AccRendering.PhongMaterial(); var object = new AccRendering.Mesh3d(geometry, matrial.build({ color: Math.random() * 0xfffff, opacity: 0.5 }));  basePage.add(object);  var renderer = new AccRendering.CanvasRenderer(); renderer.render(basePage);</pre>	

## Methods

build	
Description	
Build a material to use	
Parameters	<ul style="list-style-type: none"><li>■arg</li><li>- Object</li><li>- Arguments to create a THREE.MeshPhongMaterial. Refer to <a href="http://threejs.org/docs/#Reference/Materials/MeshPhongMaterial">http://threejs.org/docs/#Reference/Materials/MeshPhongMaterial</a></li></ul>

Return	<b>■Object</b> - An instance of THREE.MeshPhongMaterial
Emulator Support	Y
SDK Constraint	none

#### Example

```

var AccRendering = caph.wui.engine.rendering;

var basePage = new AccRendering.BasePage();

var geometry = new AccRendering.SphereGeometry().build(100, 100, 100);

// Create a factory
var matrial = new AccRendering.PhongMaterial();
// Call material.build() to build a THREE.MeshPhongMaterial
var object = new AccRendering.Mesh3d(geometry, matrial.build({ color: Math.random() * 0xfffff, opacity: 0.5 }));

basePage.add(object);

var renderer = new AccRendering.CanvasRenderer();
renderer.render(basePage);

```

## PhongMaterial

#### Description

(Constructor) Material phongMaterial method allows you to create a material for shiny surfaces. This method doesn't take any argument.

Parameters	<b>■Void</b>
Return	<b>■Object</b> - An factory to create a PhongMaterial
Emulator Support	Y
SDK Constraint	none

#### Example

```

var AccRendering = caph.wui.engine.rendering;

var basePage = new AccRendering.BasePage();

var geometry = new AccRendering.SphereGeometry().build(100, 100, 100);

var matrial = new AccRendering.PhongMaterial();
var object = new AccRendering.Mesh3d(geometry, matrial.build({ color: Math.random() * 0xfffff, opacity: 0.5 }));

basePage.add(object);

var renderer = new AccRendering.CanvasRenderer();
renderer.render(basePage);

```