

I used the `textureandlighting.py` VPython example to look at lighting. However, I still have no idea how or if the Bresenham equations relate to it. In the example, an emissive ball swings over the scene, casting a moving light. There was also ambient light cast by a source other than the swinging lamp. The `lamplight` command controlled the swinging light, so in editing it out of the program, the light still swung, but it no longer shed light. This allowed me to experiment with only the ambient light. This was controlled by the `l1` and `l2` commands, and I further simplified it by editing out `l2` and only modified the `l1` command. This feature has direction and brightness. The direction is a vector specifying from where the light seems to be coming, and it wouldn't work when I set the coordinates to the origin. In experimenting with the brightness, I have not found any constraints. A positive number gives it greater brightness from that direction, but it also accepts negative numbers, making it darker from that direction.