Two of the most common mistakes I am seeing in Project #4 are:
  1. Using GL_REPLACE instead of GL_MODULATE in the glTexEnvf( ) call. You must use GL_MODULATE to get your lighting to show up on the textured object.
  2. Not using calls to glNormal3f( ) when defining your own geometry. If you don’t do that, then the object won’t have any information to get lit with.

13:35:08 Do you have any advice on preparing for Test #1 this weekend? My plan is to review all the concepts in https://cs.oregonstate.edu/~mjb/cs550/Tests/test01.html

Good plan! I made up the test from the same document.