Shading reflective object

→ Shade surface = \( C_0 \)
→ Shade reflection ray = \( C_r \)

reflectance = \( \beta \in [0, 1] \)

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

\[ \begin{align*}
\beta = 0 & \Rightarrow C_0 \\
\beta = 1 & \Rightarrow C_r
\end{align*} \]