

**phong**

Implement a three.js ShaderMaterial that performs per-fragment lighting using the Phong reflection model. The diffuse surface color of the material should be sent to the shader as a uniform. The specular color should match the color of the light, and the shininess should be a uniform.

Create a scene with at least one interesting object which is a solid non-white color. Provide lighting and orbital controls. The + and - keys should double and half the shininess of the material.

If you get that working and want a little more challenge, add support for point lights, and/or clone your material so you can render two objects which are different colors.