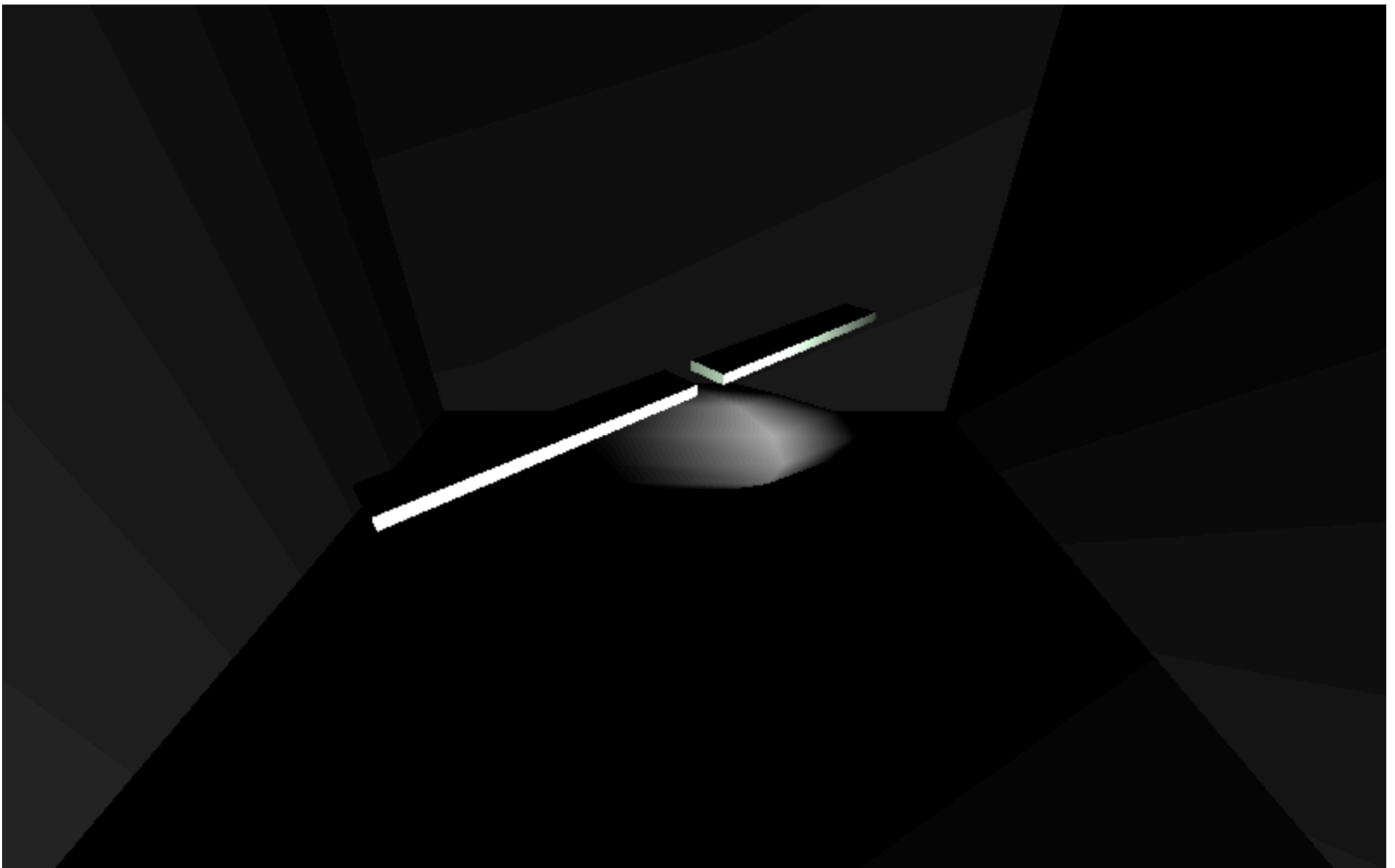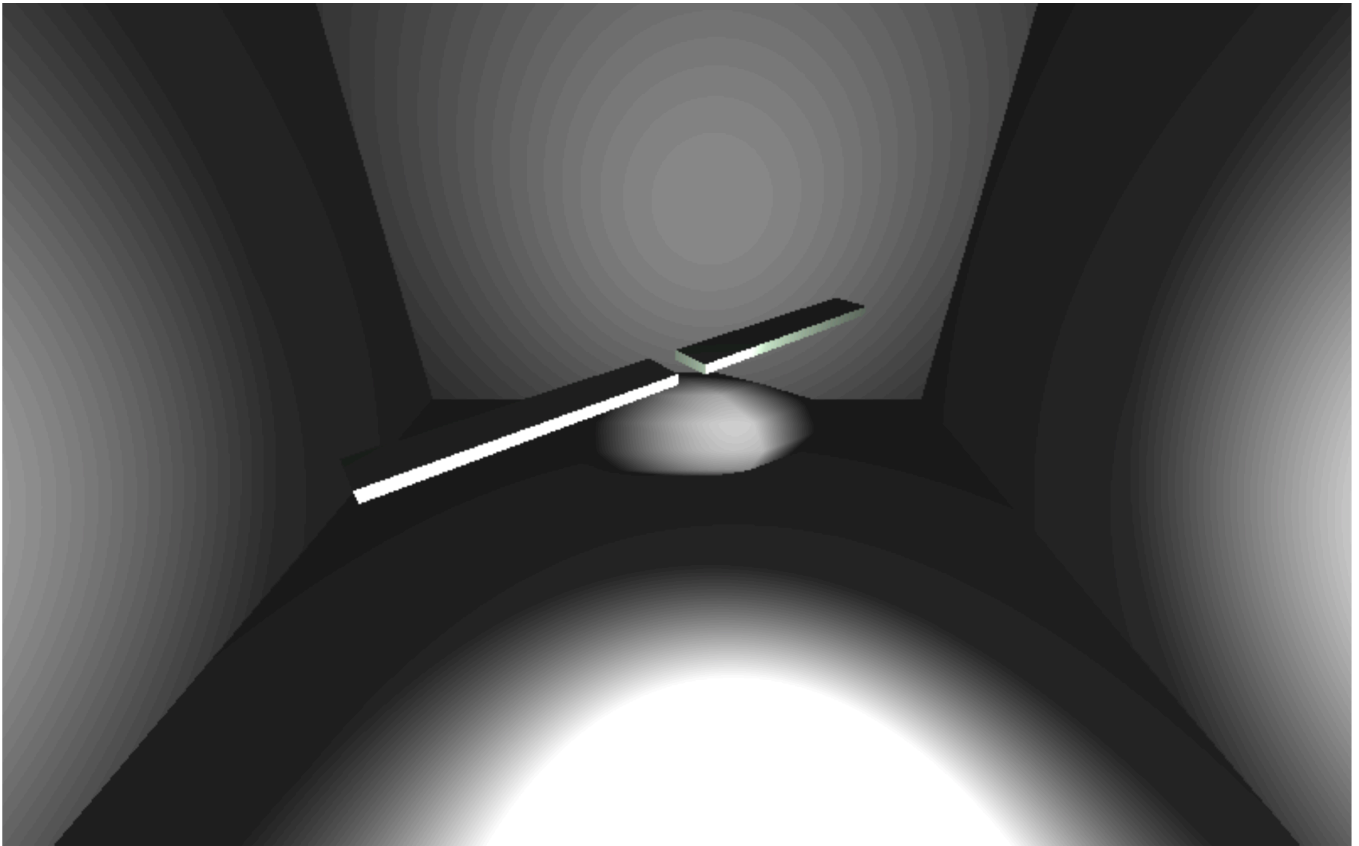# Homework 2

Virtual Reality

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Task 1

Gouraud shader

Task2

Phong shader

Task3

In Gouraud shading, lighting computations based on a reflection model is performed to produce color intensities only at vertices. Then for each pixel that is covered by the polygonal mesh, color intensities are interpolated from the color values calculated at the vertices.

Therefore, if the vertices are dark, the mesh on the back wall will also be dark missing the specular highlight.