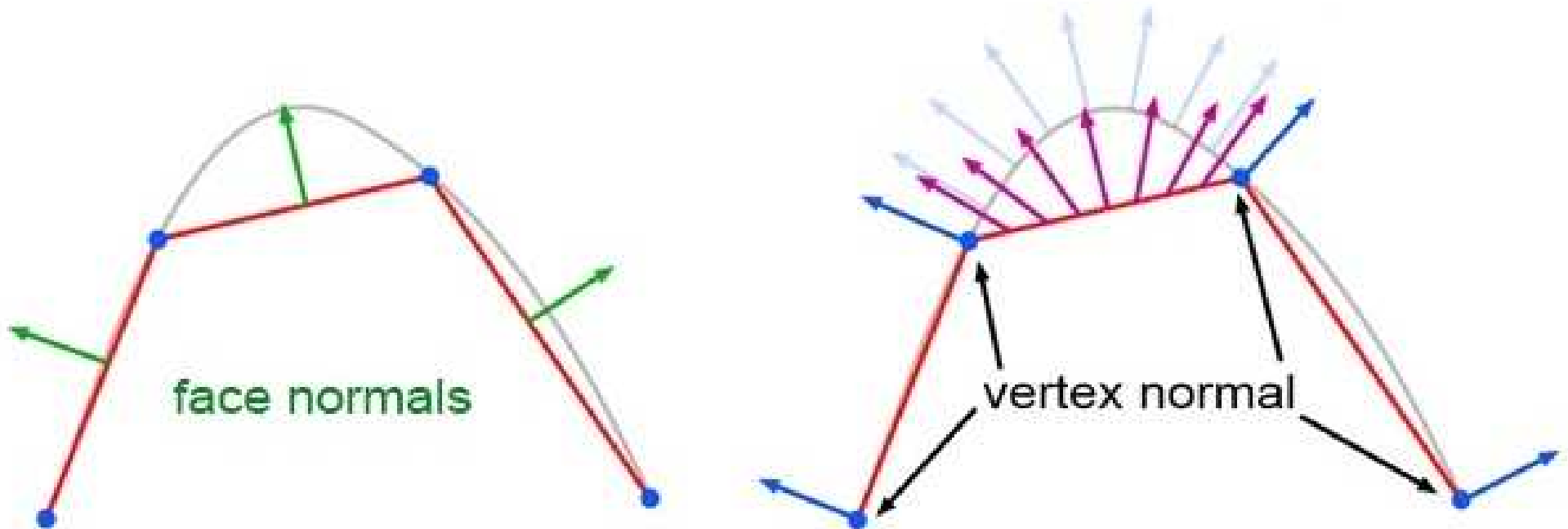# Phong Shading

Rather than interpolating the colour & brightness

Interpolate the vertex normals themselves…

face normals

vertex normal

© www.scratchapixe

Comparison

Every point on triangle now has a unique normal

Which leads to more convincing lighting calculation

(At the expense of rendering speed - naturally)

Flat   Gouraud   Phong