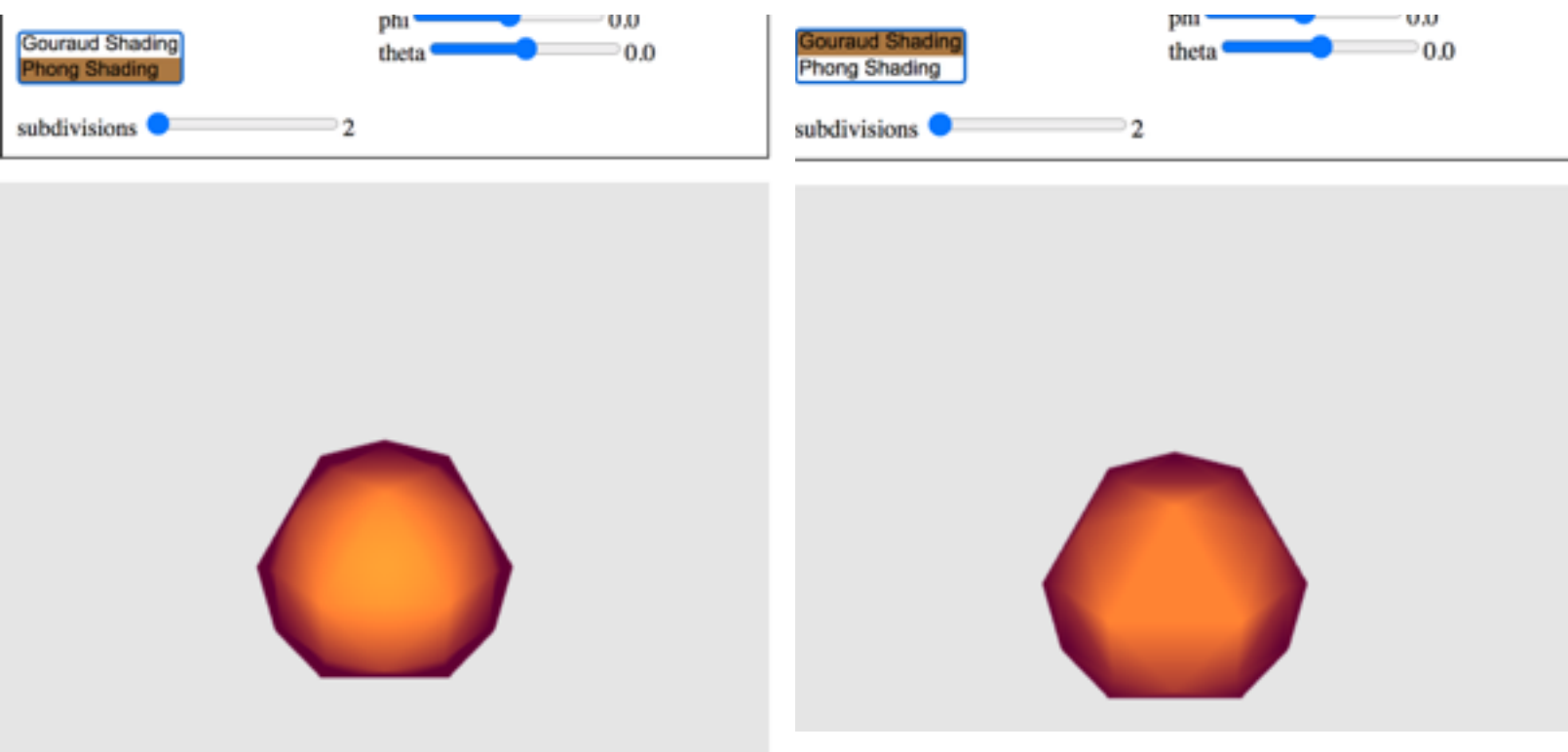1. Phong shading calculates the color at each pixel using the fragment shader, while Gouraud calculates at each vertex because it is using the vertex shader. This means that Phong has more detail or is more smooth.



2. Phong model uses halfway angles instead of calculating every vector r, which is the vector of reflection from the light source. This is to speed up calculations, but they are not quite realistic because it is approximating the hallway point between l and v and using that instead of how light actually reacts.