

BLINN-PHONG SHADING

- In Phong shading L has to be reflected about N every frame for each position in order to compute $R * V$
- Blinn-Phone shading replaces $R * V$ with $N * H$, where H is the half-way vector:

$$\vec{H} = \frac{\vec{L} + \vec{V}}{||\vec{L} + \vec{V}||}$$

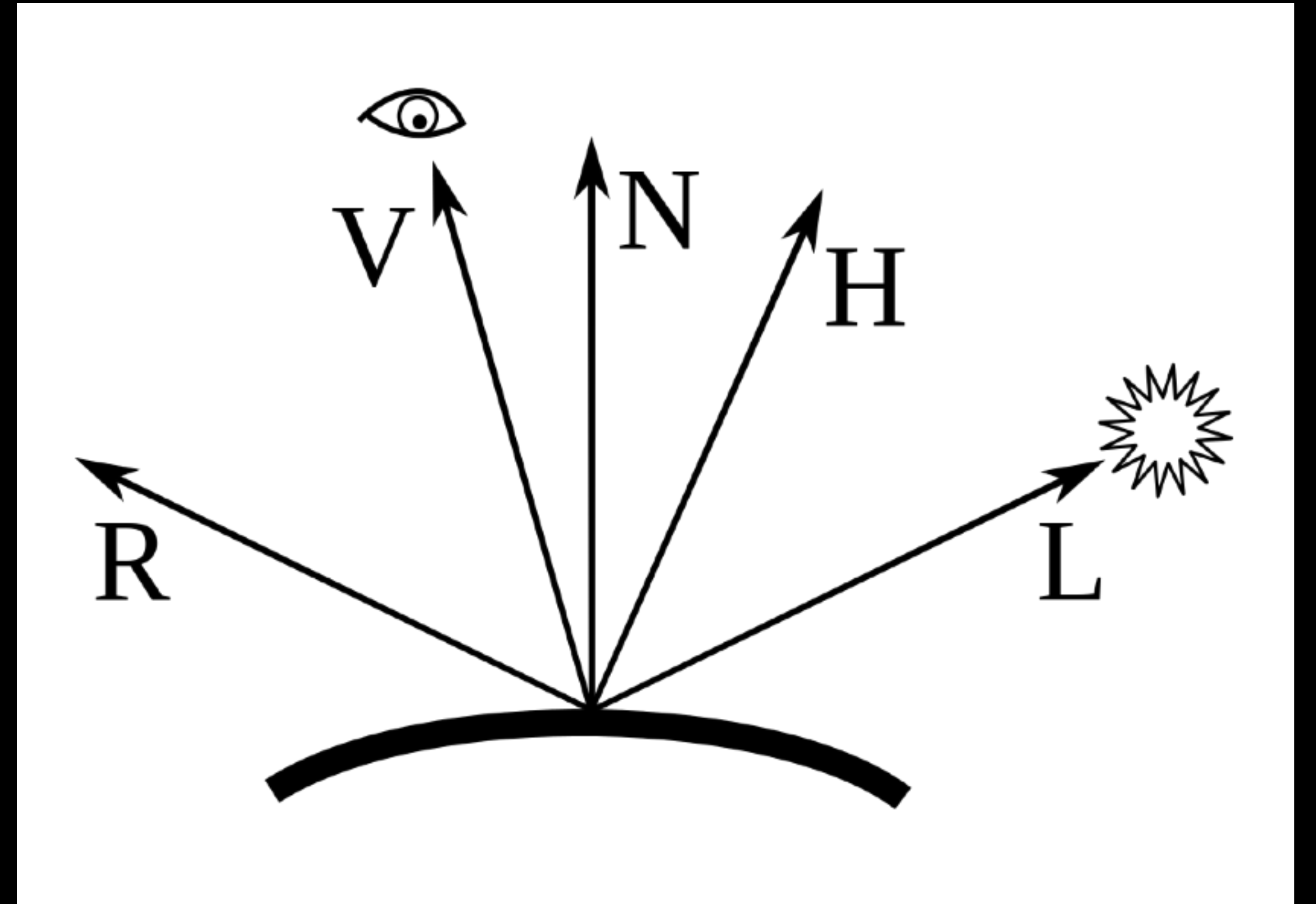


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