Brett Stelly

Direct Lighting

**The difference between Blinn-Phong and Phong**

The difference between Blinn-Phong and Phong, are in how specular lighting is calculated. Instead of using a reflection vector like the Phong model, Blinn-Phong uses what is called a half-way vector which is a unit vector that is halfway between the view direction and the light direction.

The way Blinn-Phong is calculated allows it to be faster than the Phong model due to faster computation.