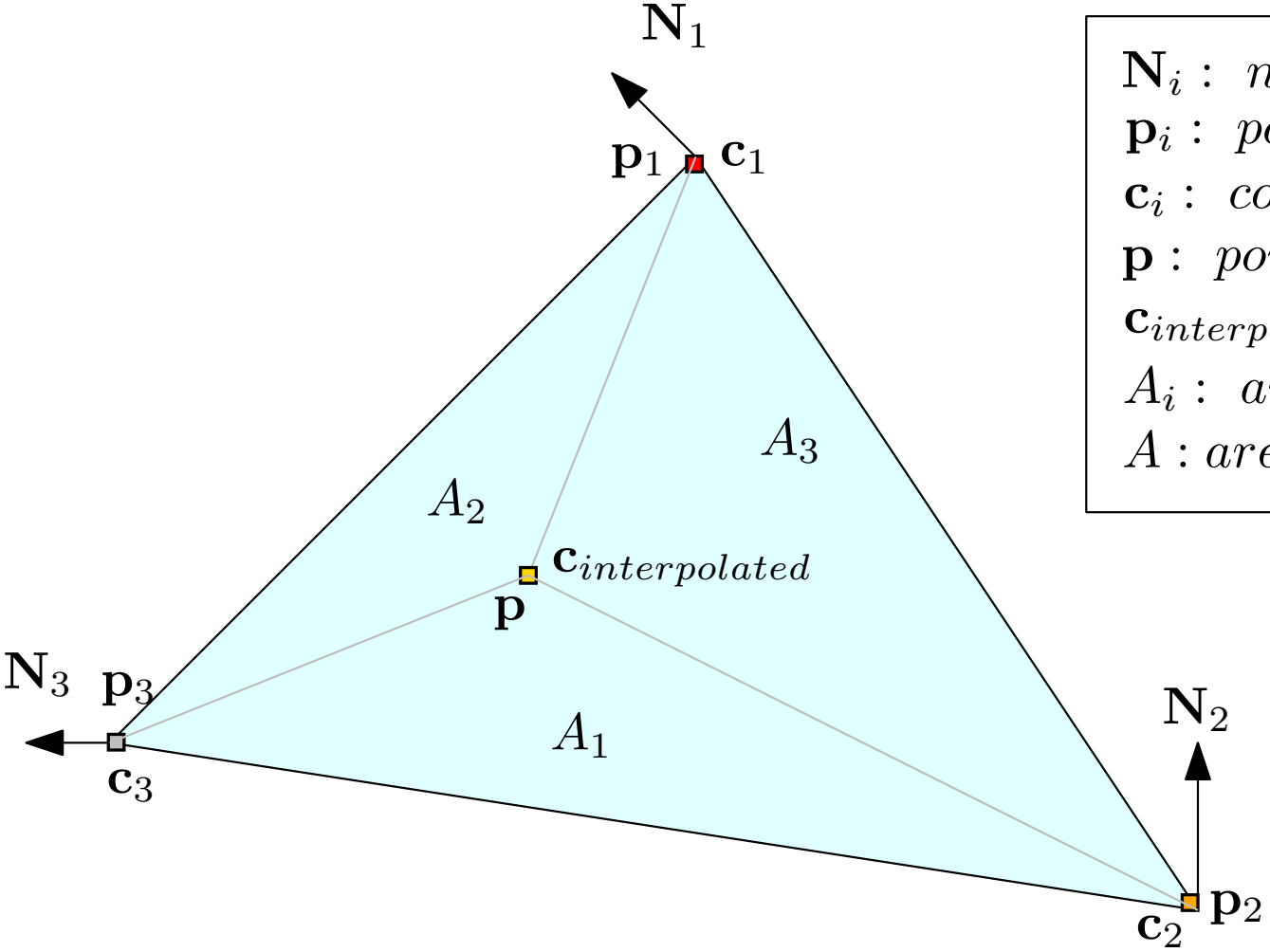

$\mathbf{N}_i$: *normal at point* i
$\mathbf{p}_i$: *point* i
$\mathbf{c}_i$: *color at point* i *(Phong)*
$\mathbf{p}$: *point to be rendered*
$\mathbf{c}_{interpolated}$: *interpolated color*
A_i : *area of* $\triangle(\mathbf{p}, \forall \mathbf{p}_{j \neq i})$
A : *area of* $\triangle(\mathbf{p}_1, \mathbf{p}_2, \mathbf{p}_3)$

Gouraud Shading

$$\mathbf{c}_{interpolated} = \frac{\sum_{i=1}^{3} A_i \mathbf{c}_i}{A}$$