1. Gouraud shading interpolates the colors at each vertex in the polygon to define the color while Phong shading interpolates the normal vectors at each point inside the polygon. In Phong shading the math is applied to each pixel while in Gouraud shading focuses on each vertex.

A picture containing text, clock

Description automatically generatedDiagram, engineering drawing

Description automatically generated

Gouraud Phong

1. N and KS have no physical meaning they are used to adjust the specular highlight intensity. These had to be made to incorporate a slider that is able to have a range of intensity that is completely relative to the K value defined.