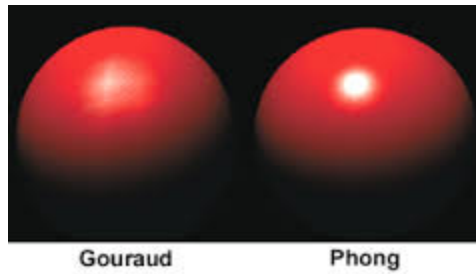


1) With Gouraud, light is calculated per vertex whereas with Phong, it is calculated per fragment.



2) The Phong model mimics the effect of light by generating an ambient, diffuse, and specular aspect and combining them. They work to imitate the ambient light of the room, the diffuse reflection of duller surfaces, and the bright reflection of shiny surfaces.