**Gouraud shading**, named after Henri Gouraud, is an interpolation method used in computer graphics to produce continuous shading of surfaces represented by polygon meshes. In practice, Gouraud shading is most often used to achieve continuous lighting on triangle surfaces by computing the lighting at the corners of each triangle and linearly interpolating the resulting colours for each pixel covered by the triangle. Gouraud first published the technique in 1971.

**Phong shading** refers to an interpolation technique for surface shading in 3D computer graphics. It is also called Phong interpolation[1] or normal-vector interpolation shading.[2] Specifically, it interpolates surface normals across rasterized polygons and computes pixel colors based on the interpolated normals and a reflection model. Phong shading may also refer to the specific combination of Phong interpolation and the Phong reflection model.

**The Phong reflection model** (also called Phong illumination or Phong lighting) is an empirical model of the local illumination of points on a surface. In 3D computer graphics, it is sometimes ambiguously referred to as Phong shading, in particular if the model is used in combination with the interpolation method of the same name and in the context of pixel shaders or other places where a lighting calculation can be referred to as “shading”.

**The Blinn–Phong shading model** (also called Blinn–Phong reflection model or modified Phong reflection model) is a modification to the Phong reflection model developed by Jim Blinn.[1]

Blinn–Phong is the default shading model used in OpenGL and Direct3D's fixed-function pipeline (before Direct3D 10 and OpenGL 3.1), and is carried out on each vertex as it passes down the graphics pipeline; pixel values between vertices are interpolated by Gouraud shading by default, rather than the more computationally-expensive Phong shading.