**Shading**

**Shading**

Lambertian Shading

L = kd I max(0, n·l)

Blinn-Phong Shading

H = (v + l) / |v + l|

L = kd I max(0, n·l) + ks I max(0,n·h)p

Ambient Shading

L = kaIa + kd I max(0, n·l) + ks I max(0,n·h)p