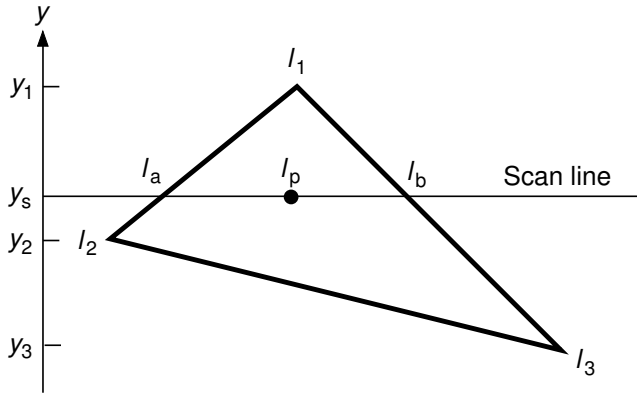


## For Gouraud Shading



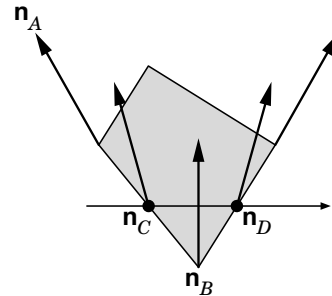
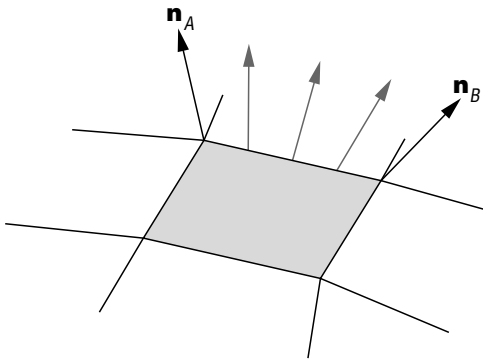
$$l_a = l_1 - (l_1 - l_2) \frac{y_1 - y_s}{y_1 - y_2}$$

$$l_b = l_1 - (l_1 - l_3) \frac{y_1 - y_s}{y_1 - y_3}$$

$$l_p = l_b - (l_b - l_a) \frac{x_b - x_p}{x_b - x_a}$$

Bilinear Interpolation of the color computed at a vertex along the edge and then the scanline

## For Phong Shading



Bilinear Interpolation of the vertex normal along the edge and then the scanline