Flat shading: 1) evaluate lighting model at vertices
   2) choose one of the colors for full triangle

Gouraud shading: 1) evaluate lighting model at vertices
   2) interpolate colors across triangle

3.a) light hits the corner vertices at the same angle to the normal
     also the distance to the light source is the same for each vertex
     → all vertices have the same color.
     → that color is some medium gray (light is not shining straight down
     → the surface is uniform gray

b) Phong model is directly reflected light away from the camera
   → all vertices are black (very dark)
   → surface is blank.

c) same gray surface as for a) since Gouraud shading interpolates
   between identical values!

d) same as b) → interpolation between all black vertices

e) smoothly varying gradient from medium gray at vertices to light gray
   or white at center (different color is more evaluated every time)

f) dark/black surface with a crisp, round specular highlight in the center.
3.2a

See lecture slides.

3.2b

Bug: 32 bit integer alg. (good for hardware)
- conditional tests (if) inside loop
  (bad for modern CPUs)

DOA:
- short algorithm
- no conditionals
- possible accumulation of error
  (adding slope on over and over)