Gouraud
Phong
Lambert - diffuse
Oren-Nayar
Minnberr
Phong - specular
Blinn-Phong
Cooler Turrance
ambient
occultusion
Sub-surface scattering
Georaud
- linear drift

Phony
- normal linear flat

C, continuous
Curved

C0
Texture mapping

\( (s, t) \)
Mip map

Set of tex at diff scale

Pick one based on \( \text{distance} \)
Texture

\[ \mathbf{g} \]

\begin{align*}
\mathbf{normal} & \quad - \quad \text{bump map}
\end{align*}
\[ \phi = 2 \alpha \]