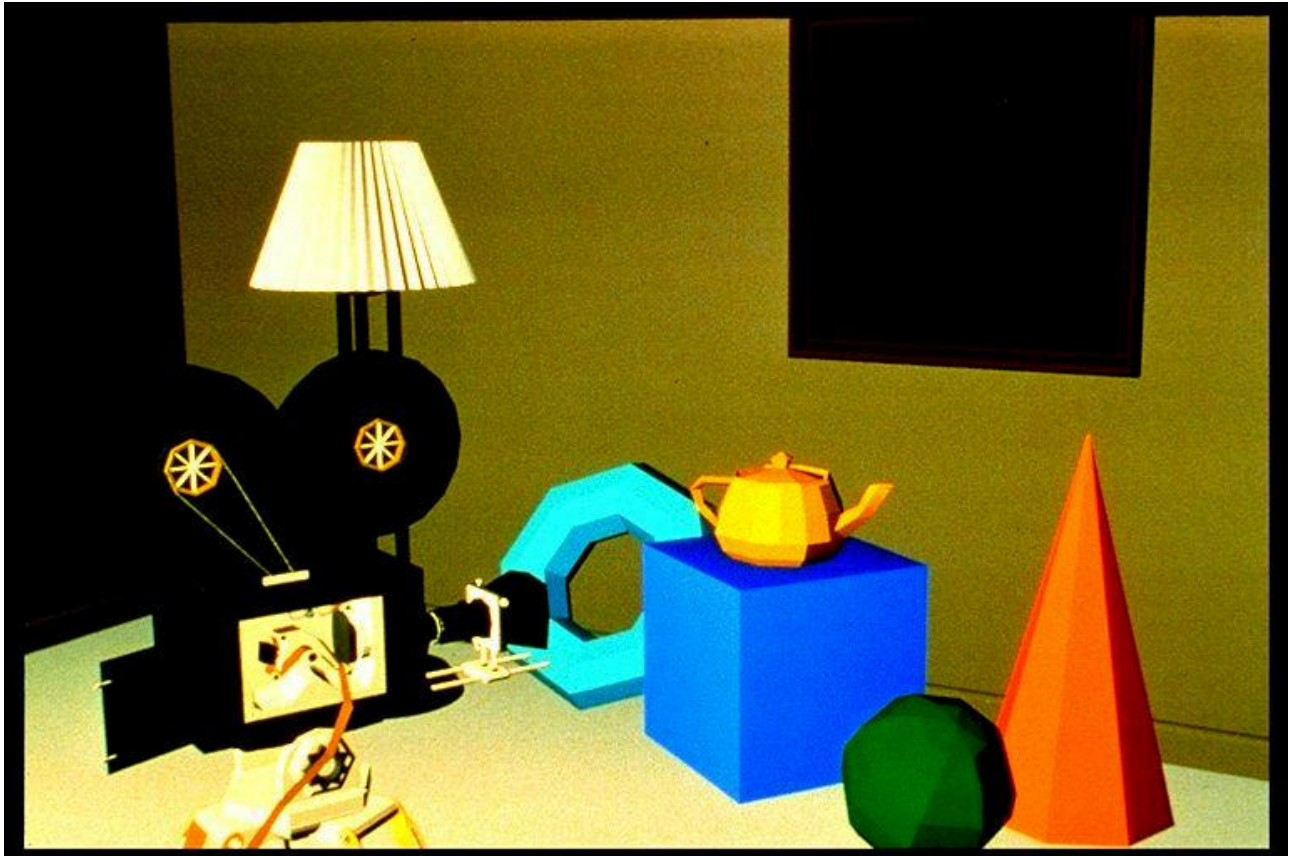
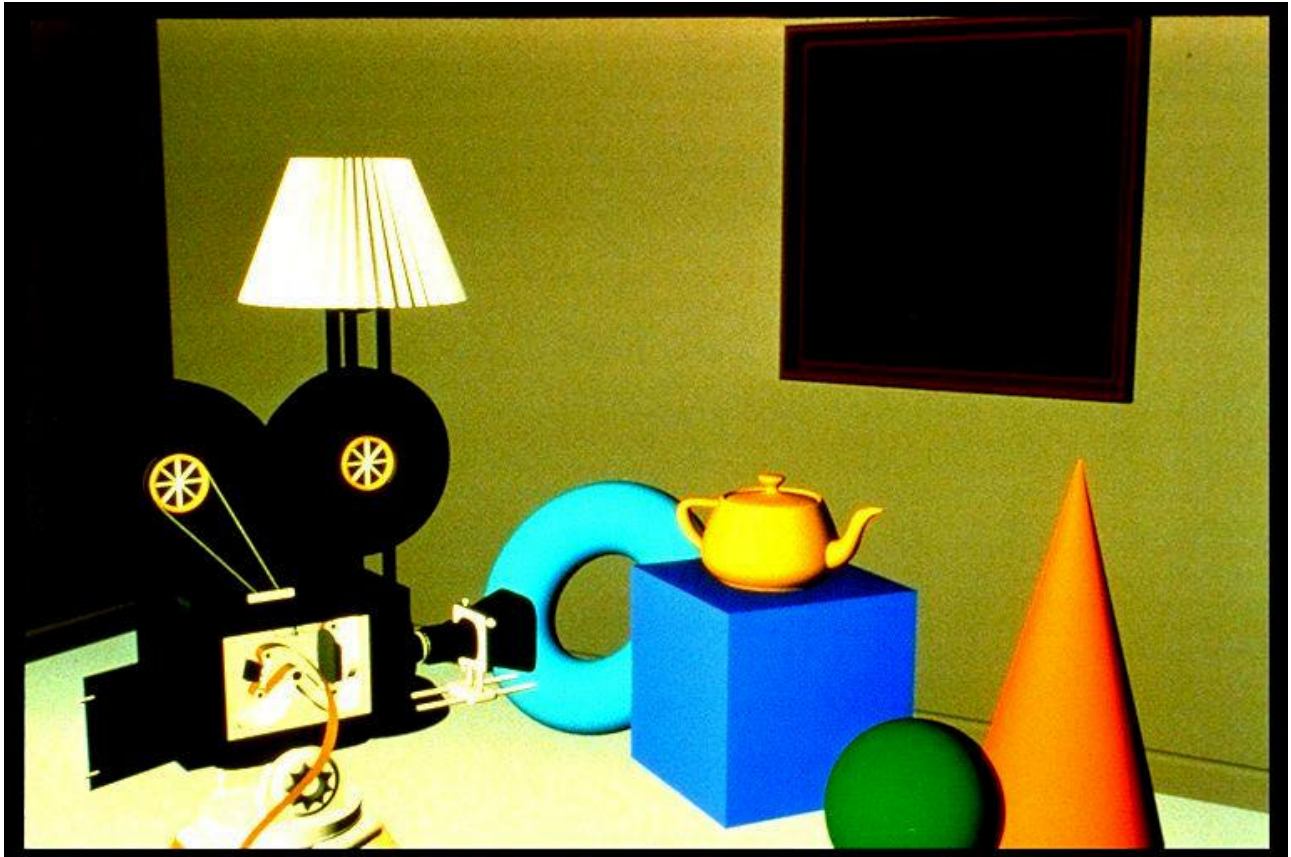


Constant shading – one shade or colour for each object

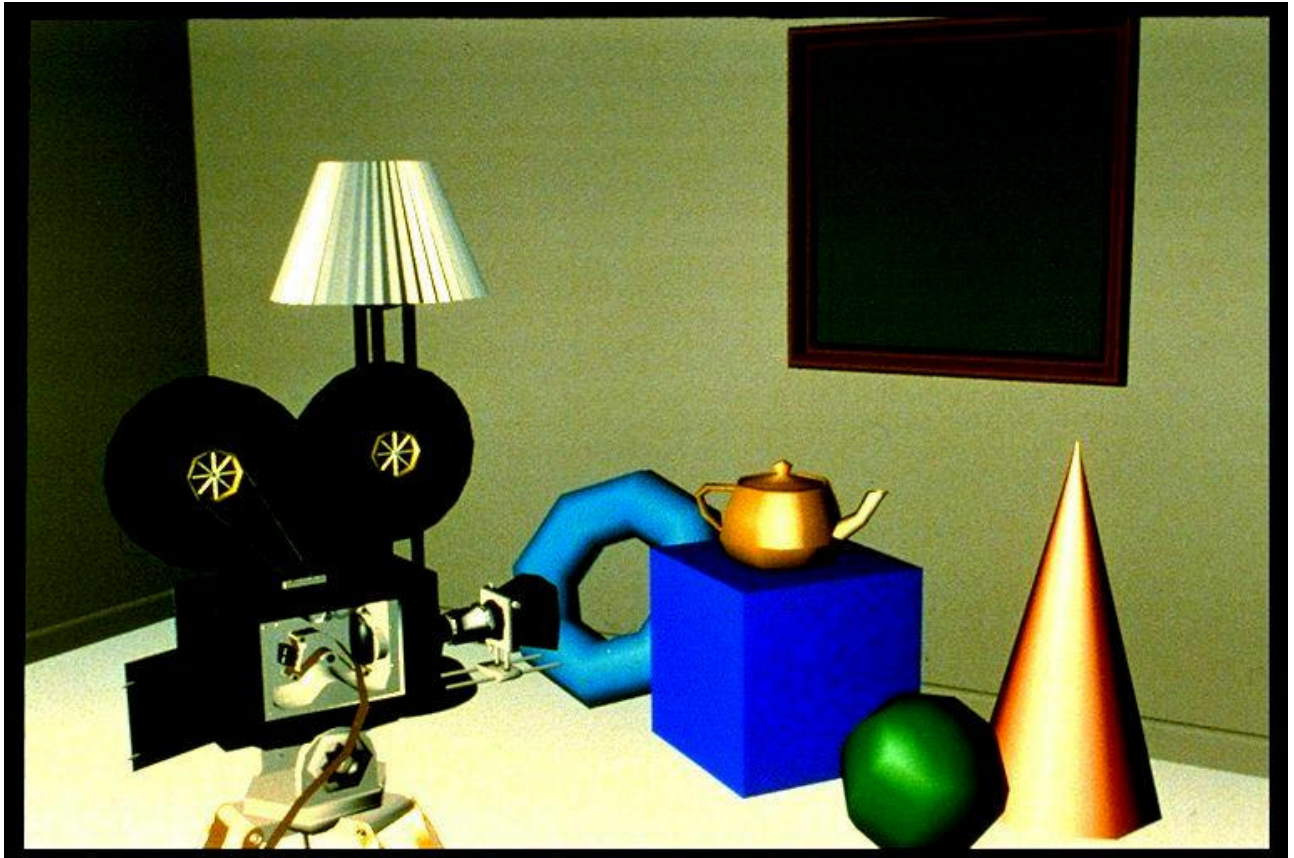


Faceted constant shading – one shade or colour for each polygon of an object

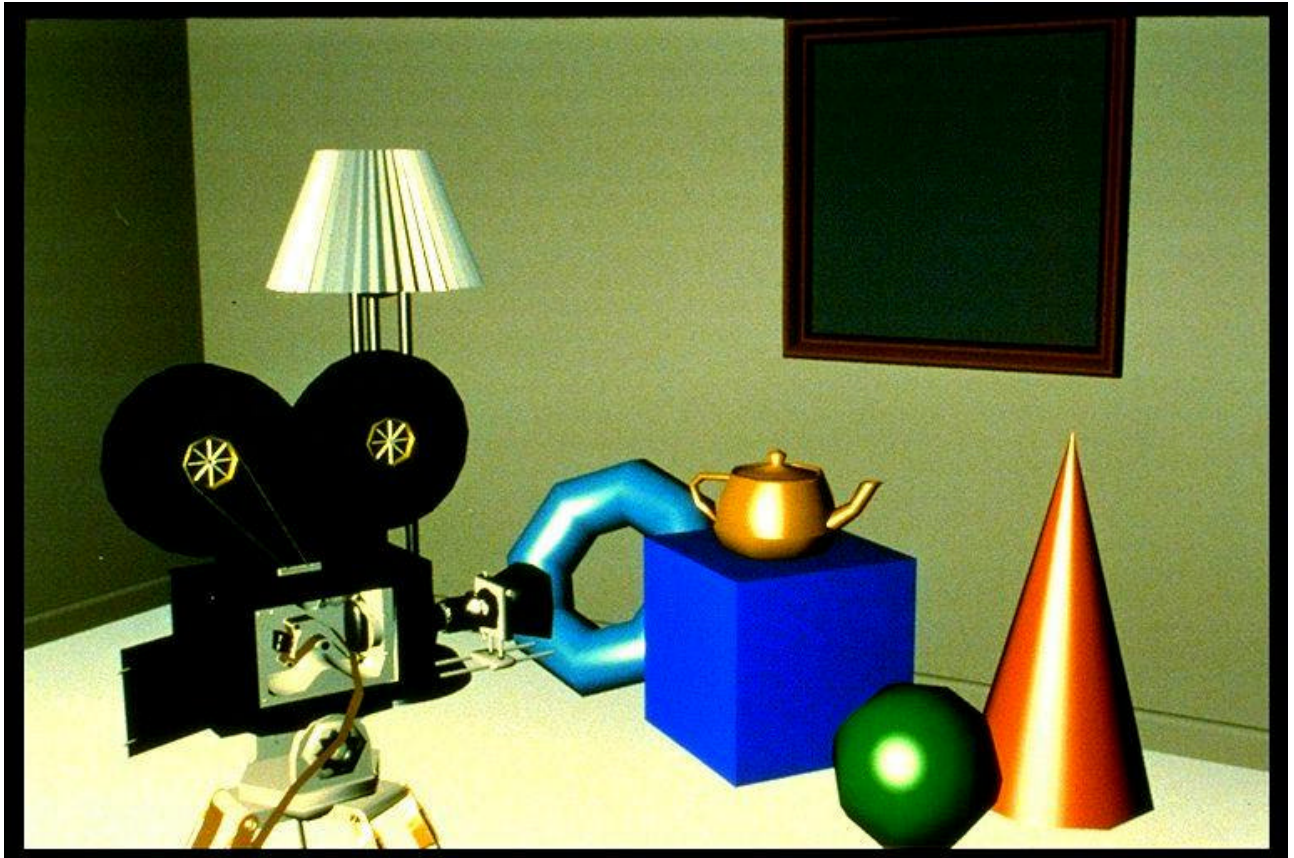


Gouraud shading with no specular reflections





Gouraud shading with specular reflections



Pong shading with specular reflection