

I implemented the model loading directly on top of part 5 from worksheet 4, and thus there's already Phong shading in part 3.

The normals for the model are calculated by Blender at each vertex. These normal are then obtained from the "vn" entries of the Wavefront files.

The Phong shading is very good at simulating smooth surfaces, and thus the surface of the monkey model looks very smooth when applying Phong shading.

However, if applied to a very low-poly model with sharp edges e.g., a cube where each face consists of 2 triangles, the lighting will look unusual as an effect of the renormalized interpolated normals. In this case, a flat shading might be more suitable.