# Colorization Function

- Partition

  Image $= \cup_i V_i$

- Domain (continuous)
  - Patches
  - Polygons
  - Micropolygons
  - Pixels

- Shading
  - Sampling
  - Interpolation

# Interpolation Methods

- Flat Shading
  - Constant
- Gouraud Shading
  - Color, Linear
- Phong Shading
  - Normal, Linear