<table>
<tr><th>Dimensió de les primitives d'entrada</th><th colspan="2">Tipus de shading</th><th colspan="2">Referències</th></tr>
<tr><td>0D</td><td colspan="2"></td><td colspan="2">[Bli82][KaH84][ReB85][KaH89]</td></tr>
<tr><td>1D</td><td colspan="2"></td><td colspan="2">[VHW88]</td></tr>
<tr><td rowspan="3">2D</td><td colspan="2">Superfícies</td><td>Gray Level Shading</td><td>[GaH91][HBP90][ClL87]
[Web90][ClL89][HoB88]
[Tie87]</td></tr>
<tr><td rowspan="2">Cuberille</td><td>Z-Buffer (EPA)</td><td>Gradient Shading
Gradient Interpolation Shading
Normal Averaging</td><td>[Gor85][ChS89]
[BrL88]
[TaD88]</td></tr>
<tr><td>Recorregut (EPA)</td><td>Distance only
Constant
Image-based
Normal-based
Congradient</td><td>[Far83][HeV81][VMW83]
[CHR85]
[HeV83][CHR83]
[CHR85]
[CKB90]</td></tr>
<tr><td rowspan="2">3D</td><td colspan="2">Ray-casting</td><td colspan="2">[Lev89][UpK88][Sab88][MCP91][YaK92]</td></tr>
<tr><td colspan="2">Recorregut:
projecció + composició</td><td colspan="2">[PoD84][DCH88][FGR85][EpK88]
[FaC89][LaH91][WiG91][Wes89][Wes90]</td></tr>
<tr><td>Mixtes: 2D i 3D</td><td colspan="2"></td><td colspan="2">[Lev90][KaB92][Mik92]</td></tr>
</table>

Taula 5.1 Relació de mètodes de shading.