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POST-MULTIPLY REVIEW

Graphics PIPELINES

~~Rasterization~~

Shading

Review

When

Alternatives

Phong

Gouraud

(NPR)

Lighting

vs. Phong vs. Per-Pixel

$R = E \cdot \max$

$\rightarrow N \cdot H$

$R = 0.5 + 0.5(L \cdot N)^2$

Baricentric Interp
(normal interpolation)

GL Lighting

Point / Directional / Spotlight

Local Viewer

Materials, Lights, Models

Graphics Pipeline

Culling

Clipping

Per-pixel ops

Z-buffer / Z-resolution

Stencil Buffers

Hack Shadows

Rasterization

Bresenham's Alg
Triangles

Aliasing / Anti-Aliasing

points
lines