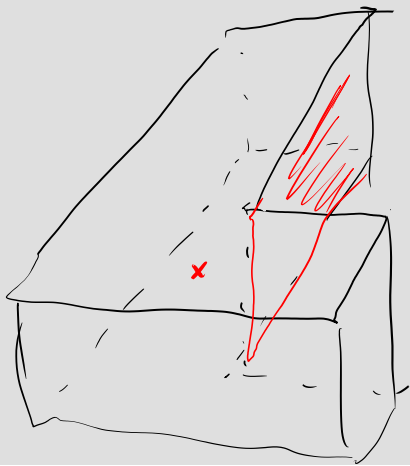
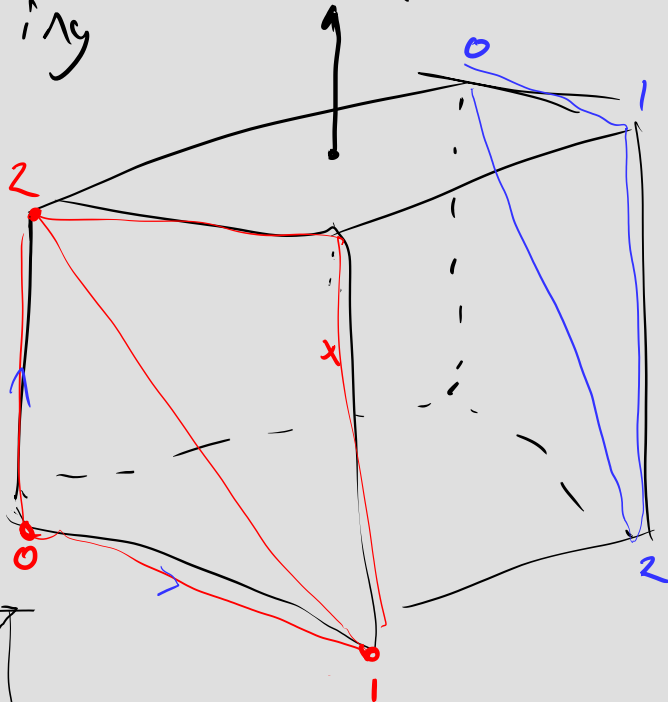




normal points away from eye \equiv back-face

back-face culling

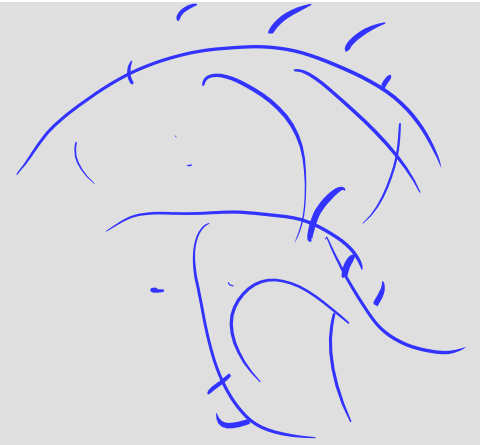
the normal



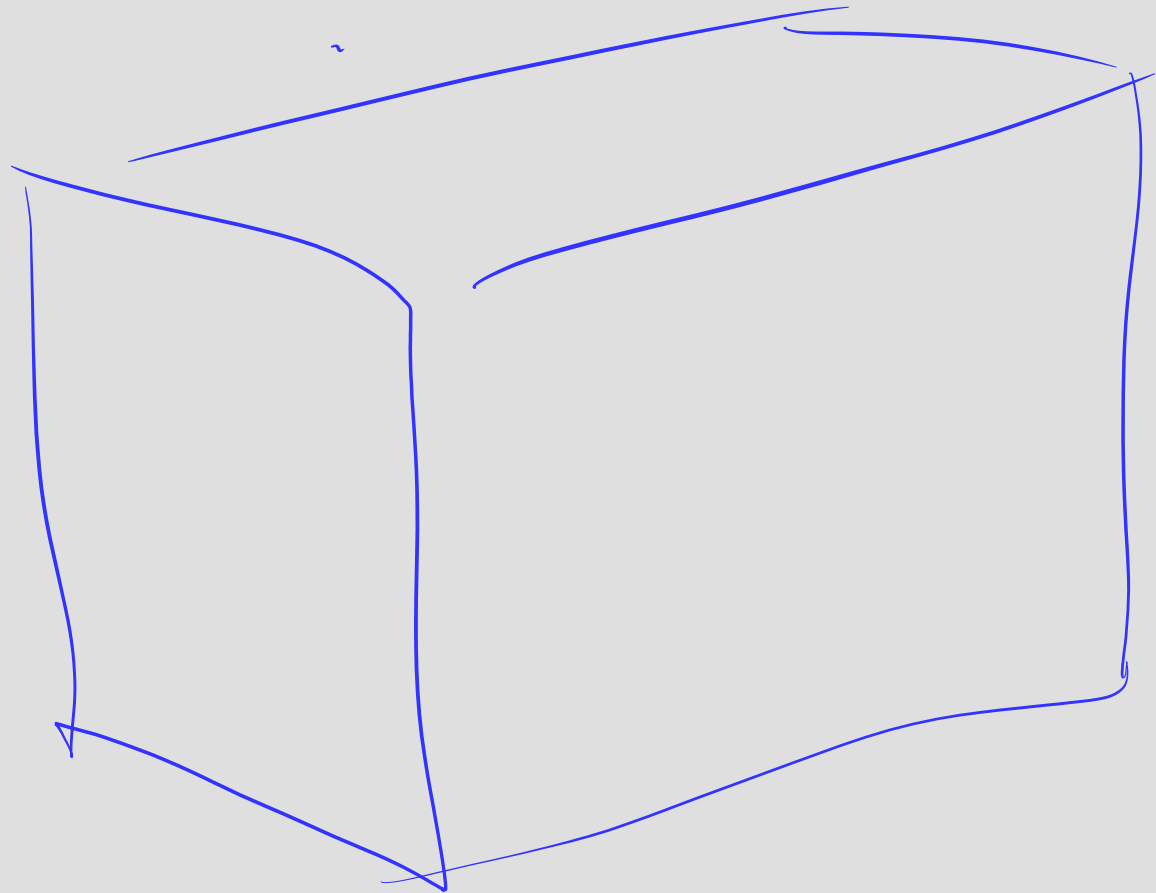
Outside: CCW

Inside: CW



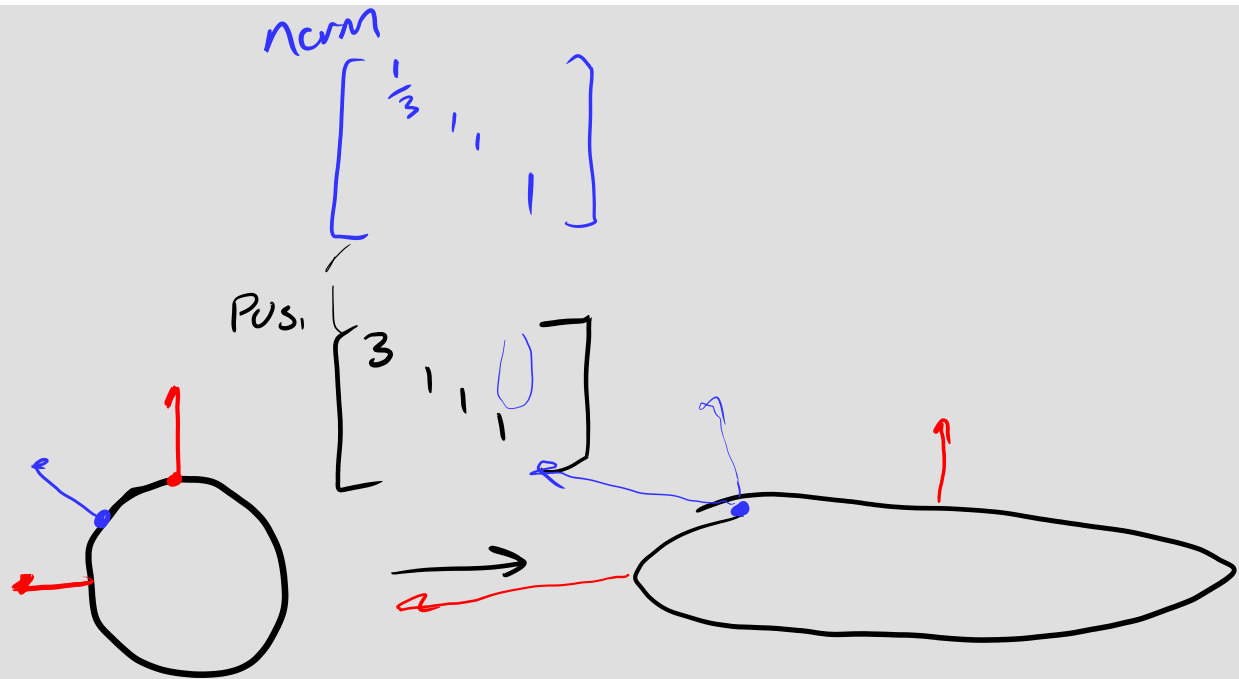


depth = 2



POINT (x, y, z, 1)

vec norm (x, y, z, 0)



$P_t - P_r \rightarrow \text{vec}$

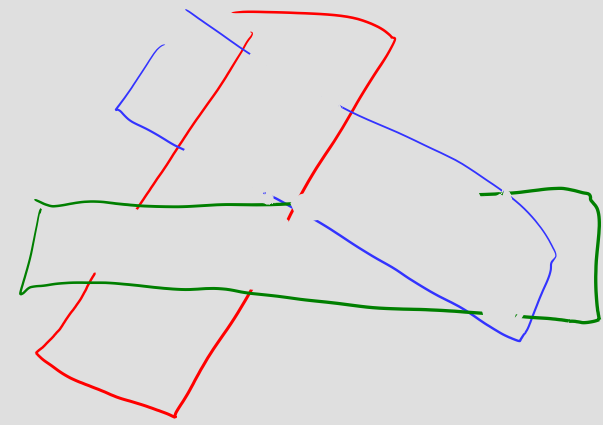
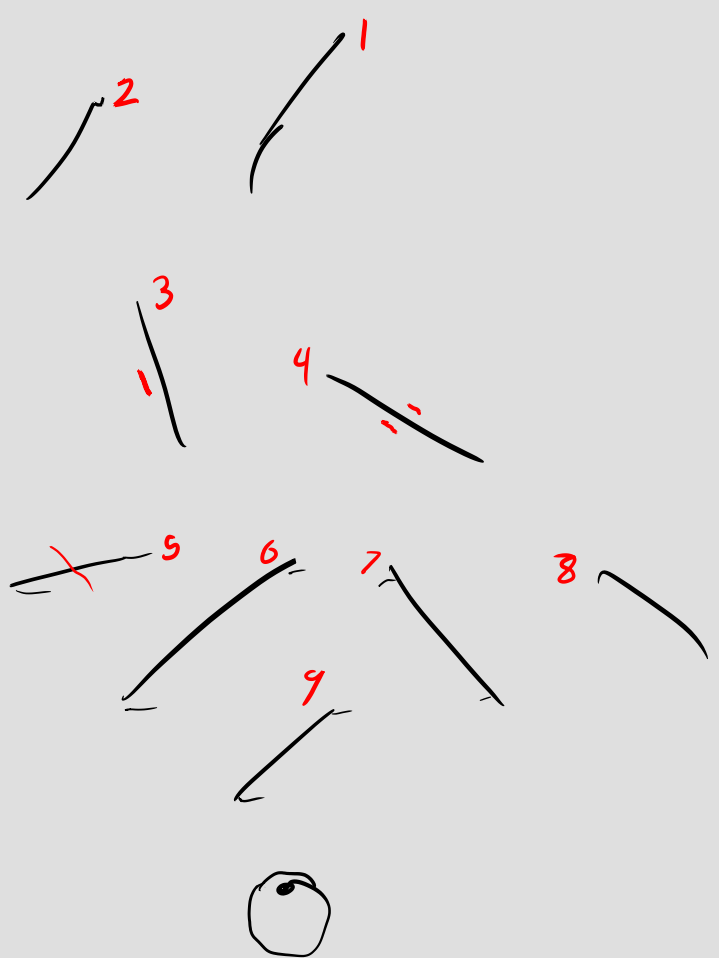
$P_r + P_r \rightarrow \text{error}$

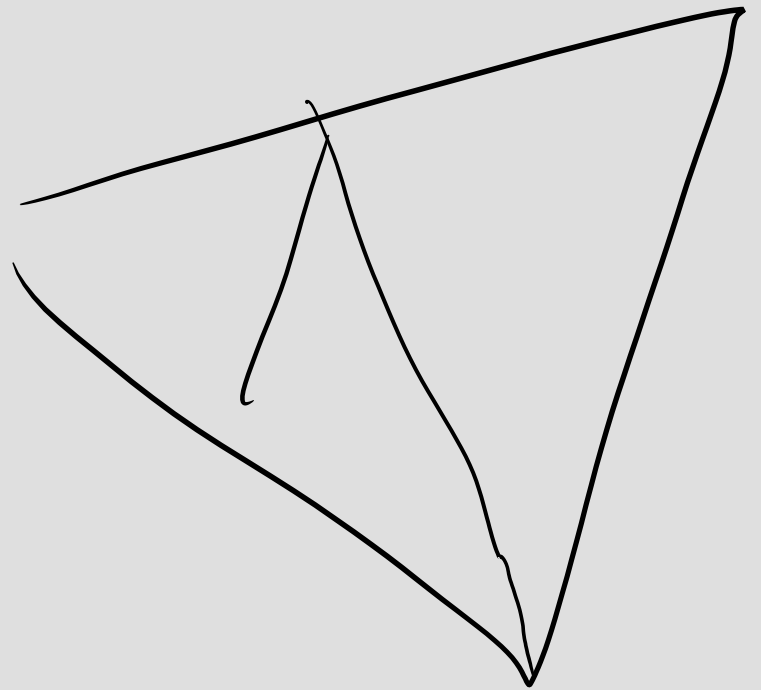
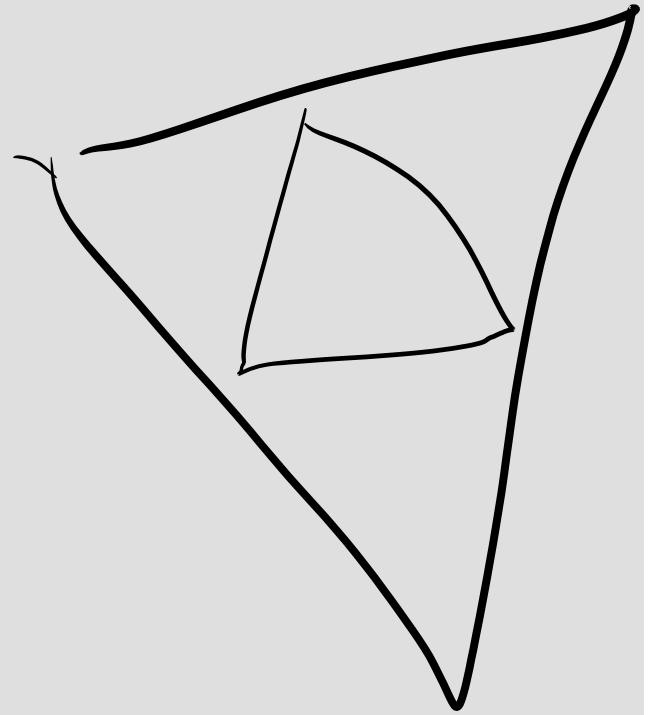
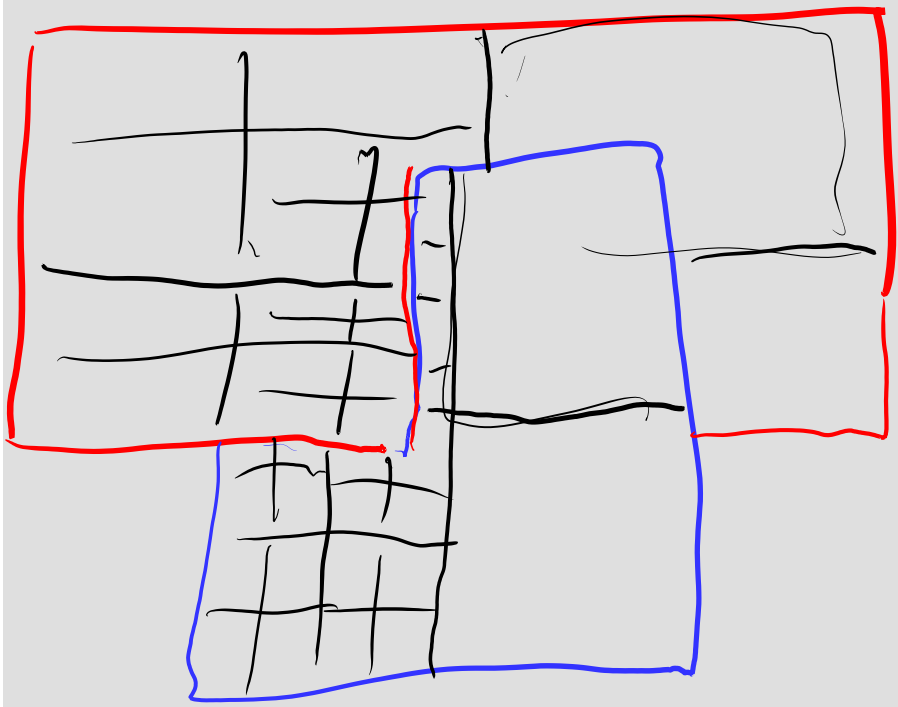
$\text{Vec} + \text{ve} \rightarrow \text{vec}$

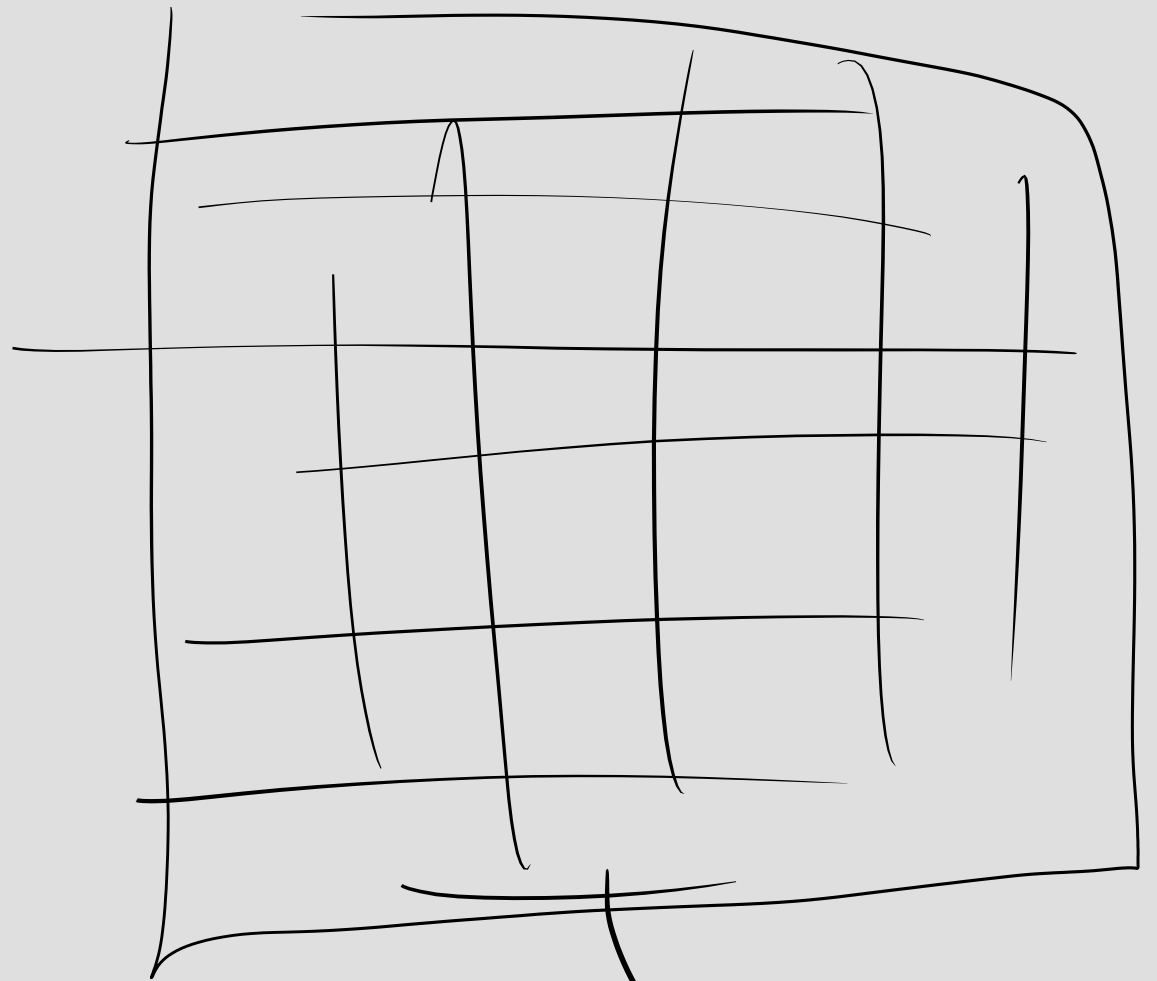
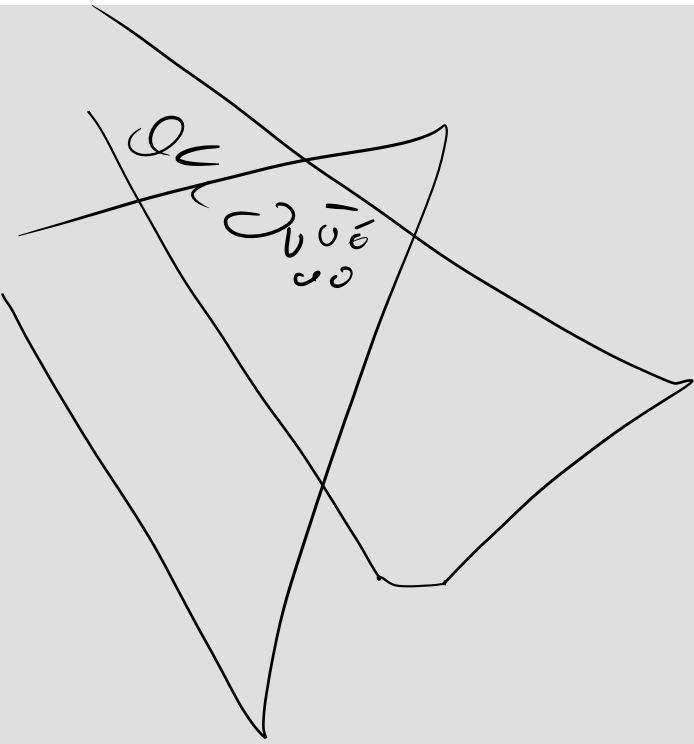
$\text{ve} + P_r \rightarrow P_r$

Painters Algorithm

draw back \rightarrow to - front then front shows up







linked list
of fragments

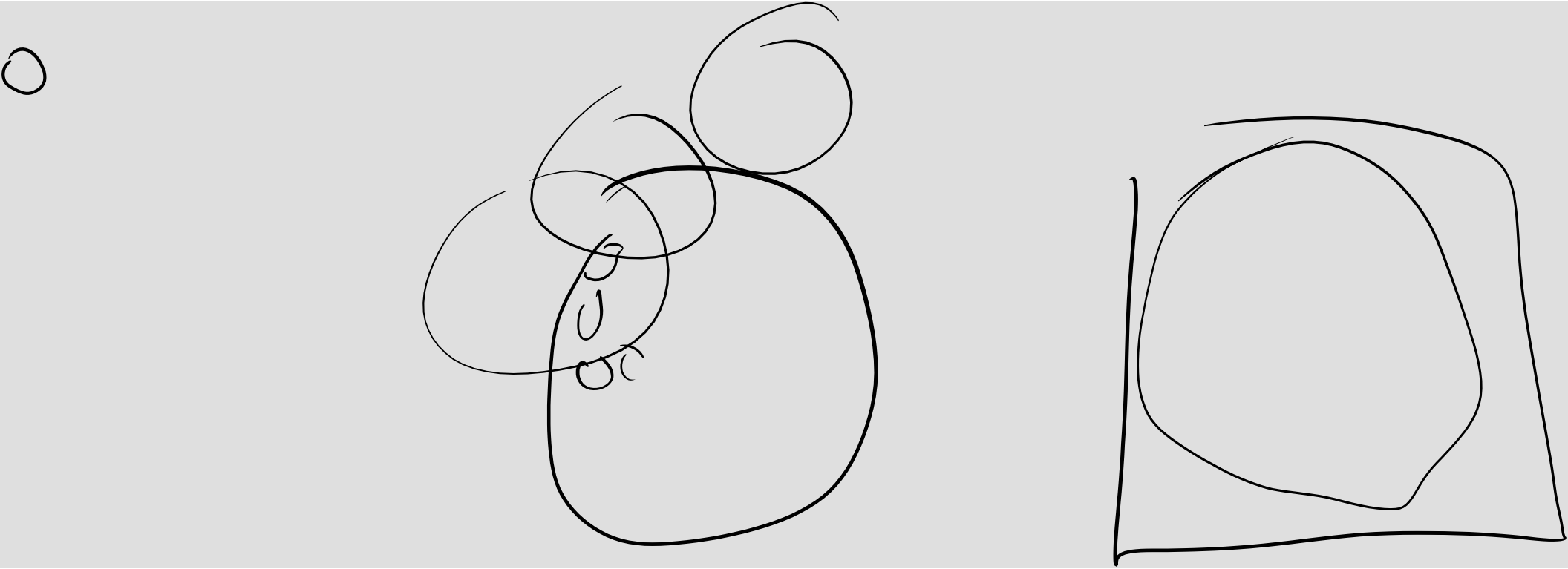
r, q, b, z, x
b..

8
8
8

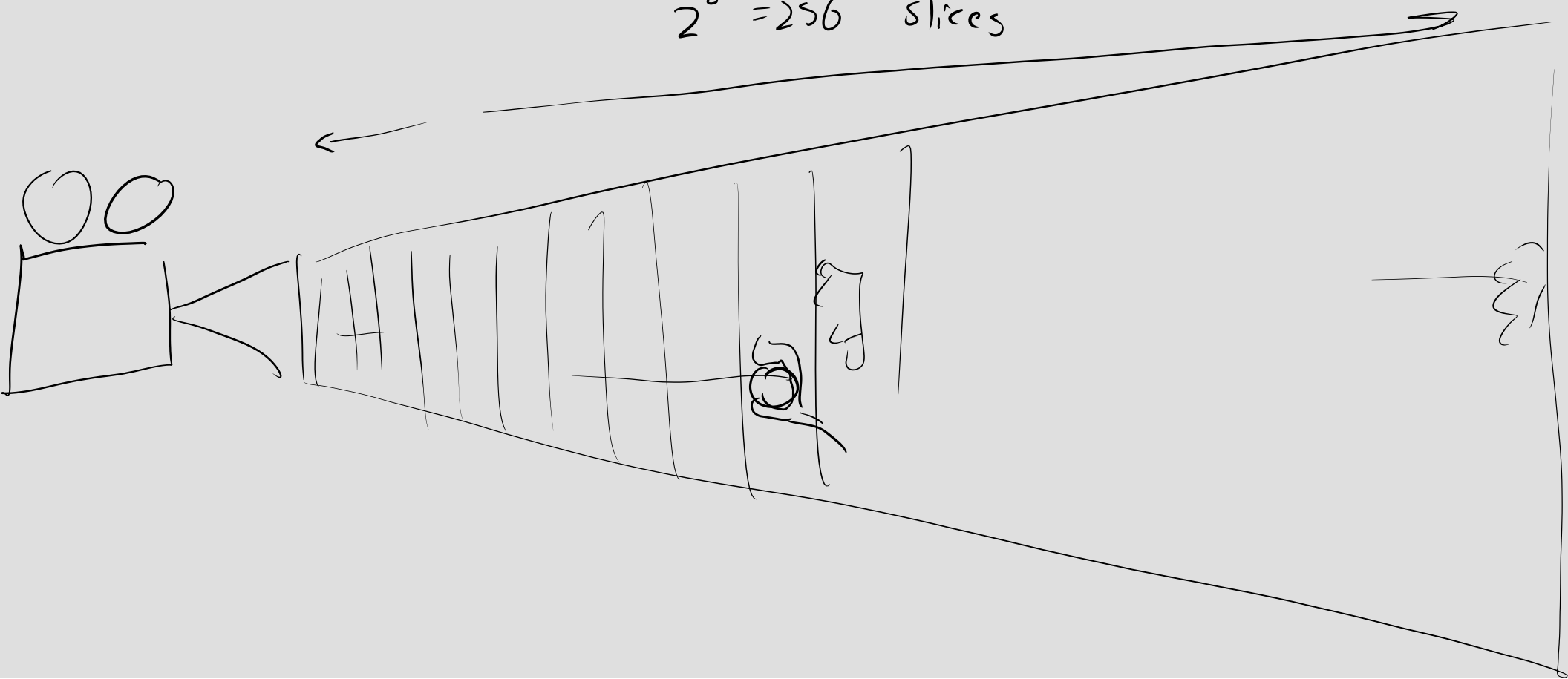
✓
b
g

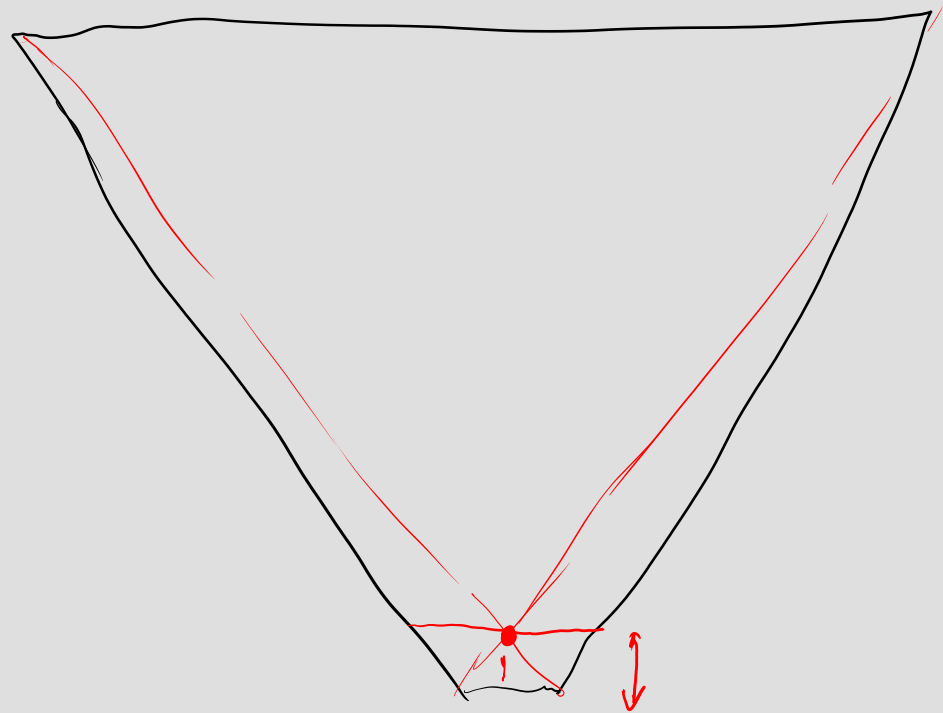
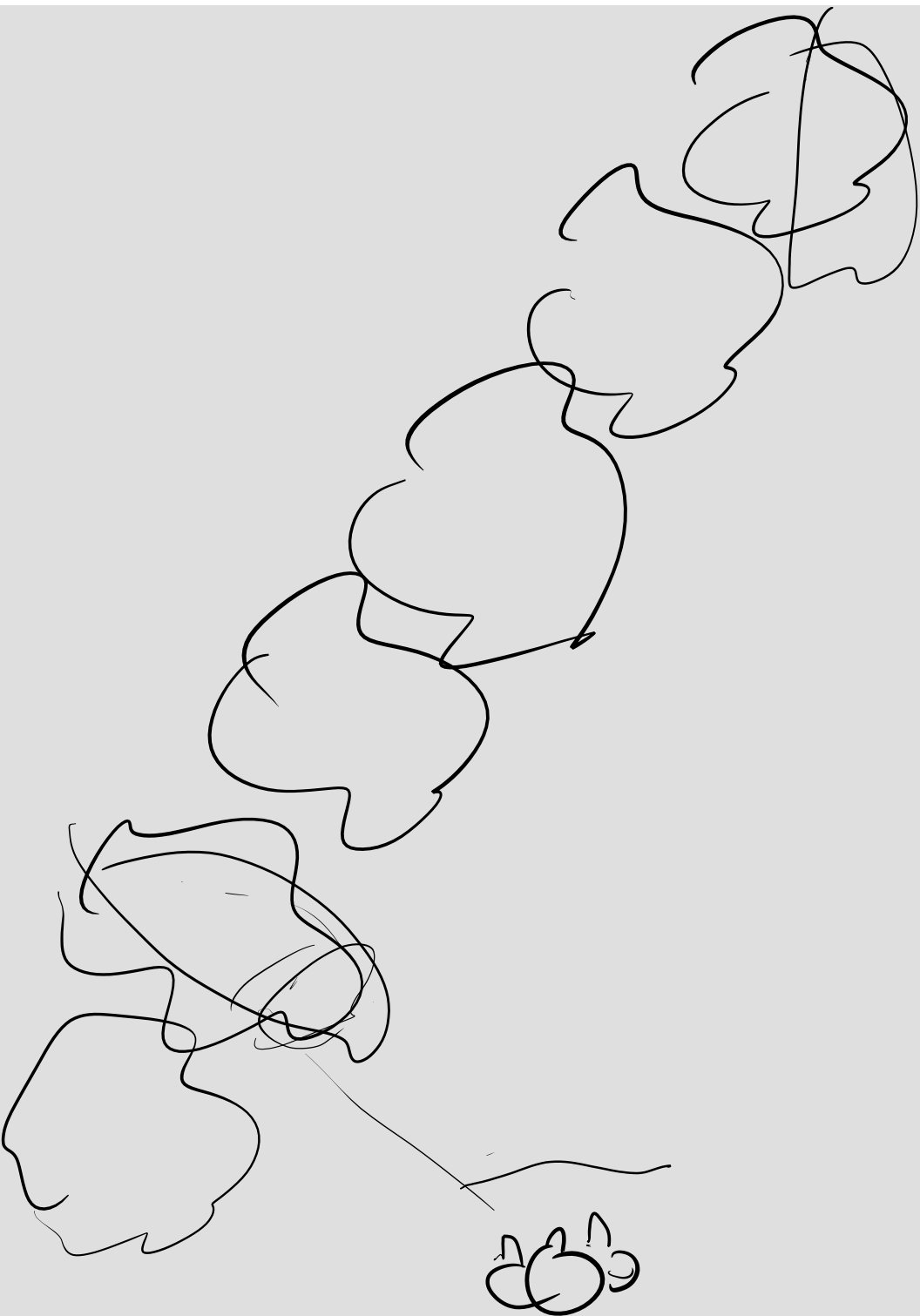
z

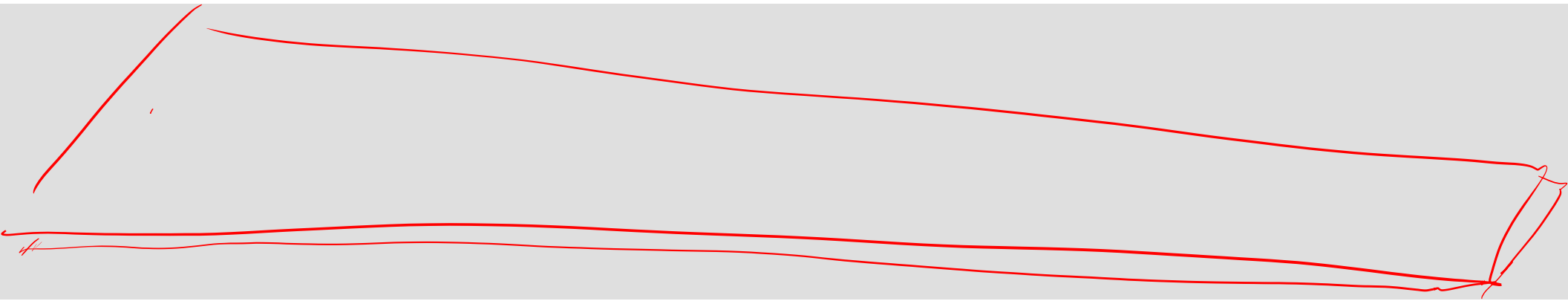
depth buffer



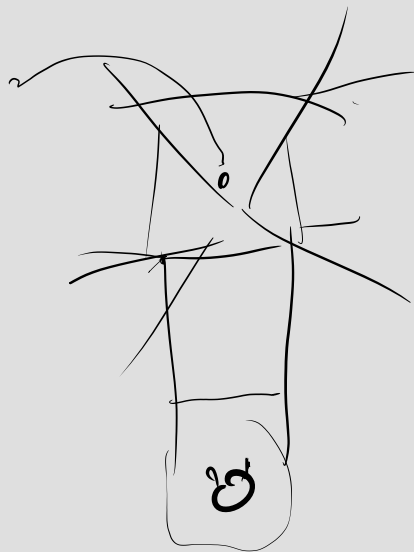
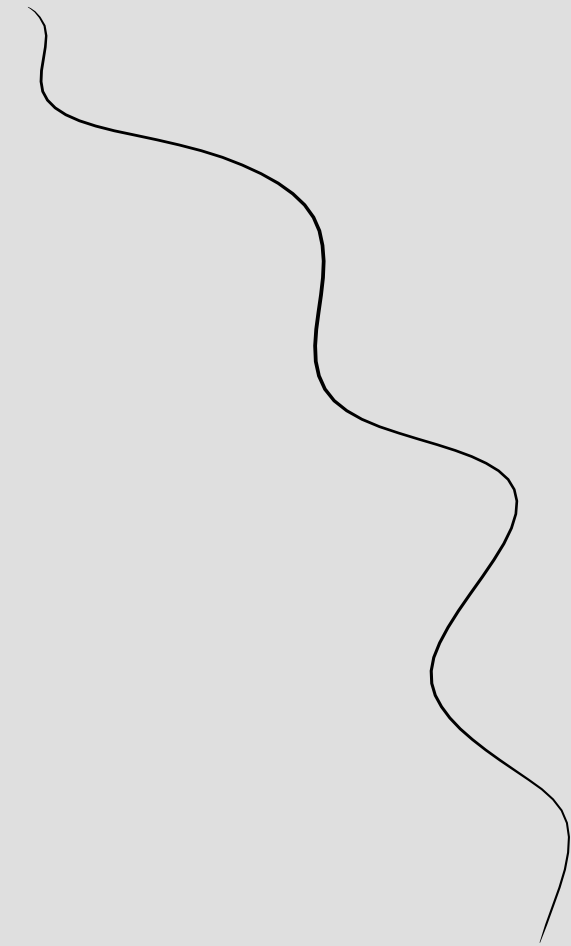
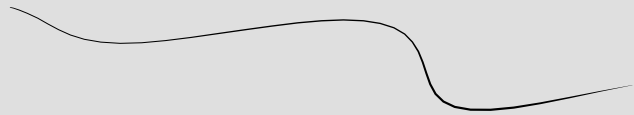
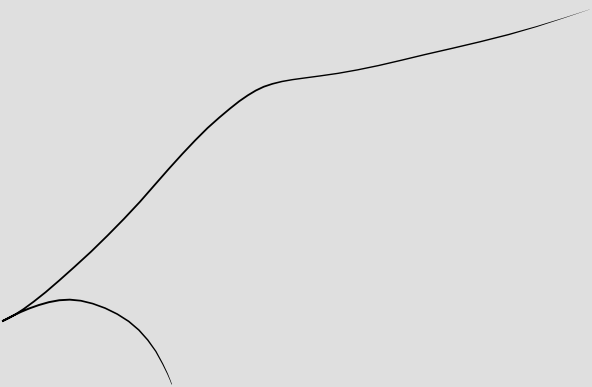
$2^8 = 256$ slices







3d maze crawl games





$x =$

$w = \text{sum}$

$\frac{w}{x}$

