Hello and welcome! In today’s video we’re going to use the stencil buffer to draw outlines around our models. The stencil buffer is similar to the depth buffer, in the sense that data can be written to it in each render, and used for fragment discarding tests. The difference is that we have a lot more control over the stencil buffer. The name stencil might be a bit misleading, let’s just think of it as a free byte of data that is completely in our control.

To start with, we’ll set up some shaders to draw our model.

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We’ll now set up the arguments of our monkey object so it can be drawn with outlines.

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Now we can draw the monkey with an outline.

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At this point the monkey is just green, we want to find a way to ensure the monkey’s original fragments aren’t drawn twice. Let’s set up the stencil buffer.