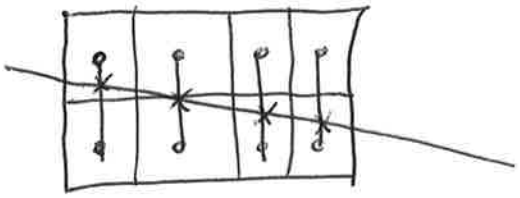
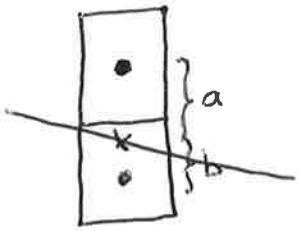
WU-Lines

case $|dx| > |dy|$ (otherwise do the same thing along y instead)



- intensity of line is 1
- spread intensity over straddling pixels



$I_{above} = 1 - a$

$I_{below} = 1 - b$

$dx = x_1 - x_0$, $dy = y_1 - y_0$

```
y = y0
for (int i = x0; i < x1; i++)
  {
      I_below = 1 - frac(y)
      I_above = frac(y)
      putpixel (i, int(y), I_below)
      putpixel (i, int(y)+1, I_above)
  }
```