

1. Help jumping from 2D to 3D in Lesson 1
2. Perspective division before Viewport transformation
3. Lesson 5 suggestion
4. 3d model
5. Change the background color of formula pictures in wiki pages
6. Missing file
7. Lesson 4 what is rz in matrix in "Time to work in full 3D"
8. `./tinyrenderer ../obj/diablo3_pose/diablo3_pose.obj ../obj/floor.obj`
9. Some questions in lesson 6
10. Add SECURITY.md
11. Linear sampling and texture wrapping
12. [Lesson 4] Small bug in provided geometry.h header file.
13. Cloning Wiki on Windows
14. Specular map usage incorrect?
15. Is the eye's obj file of boggie correct?
16. 'max' is not a member of "std" in tgaimage.h
17. NDC transform skipped when building projection
18. backface culling does not work like that
19. questioning about shadowbuffer in lesson 7
20. blank output.tga
21. very strange phenomenon
22. Can't Open Other OBJ Files
23. Cannot open output tga file
24. lesson 3 diagram : add x, y, z axes
25. An error in triangle rasterisation