Triangle Overlap Problem
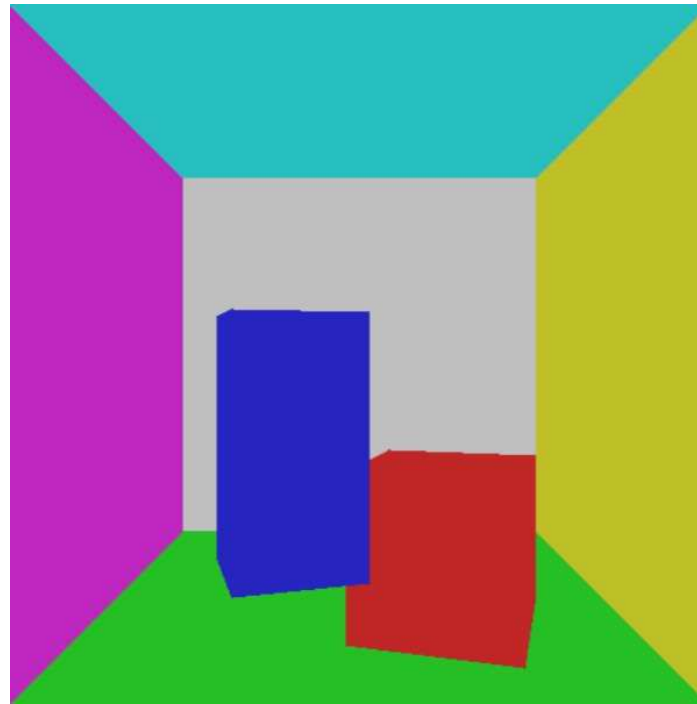
What if blue vertices appear at end of the data file ?

The blue triangles will get rasterised last…

Over-writing pixels from previously drawn triangles !

Although we are only drawing in 2D (x,y)

We still need to keep track of z !

Depth Buffer

We can store the Z depth of each pixel that we draw
in a "depth buffer" (2D array, same size as canvas)

If we subsequently find a triangle that is closer
We can safely overwrite the previously drawn pixel
(Being sure to update the Z buffer structure !)

Actually it's the inverse of Z, due to perspective...

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