

Readme Rasterizer-:

Features implemented-:

- a) Vertex Shading
- b) Primitive Assembly with support for triangle VBOs.
- c) Perspective Transformation.
- d) Rasterization through scan line approach.
- e) Fragment Shading
- f) A depth buffer for storing and depth testing fragments
- g) Fragment to framebuffer writing

For the extra features I implemented the

- 1) Color interpolation in primitives using the Barry centric coordinates.
- 2) Stencil test.

One of the things that was not working for me lighting and diffuse shading. I had the code setup for it in my fragment shader but fell short of time to debug it why It was not working.

Blog-: <http://raytracerpathtracer.wordpress.com/rasterizer/>

Thanks,

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