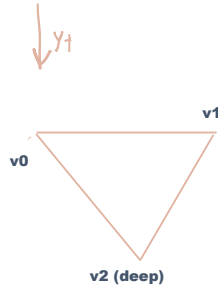
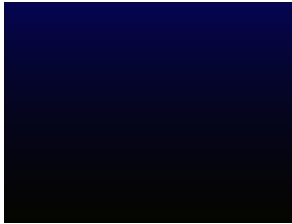


(Higher Blue means "deeper" in the scene, i.e. lower z values)

```
Color shade_dbg_b(Vec3 p) const {
    uint8_t b = static_cast<uint8_t>(fabs(p.z + 1.0f) * 127.5f);
    return Color{ 5, 5, b };
}
```

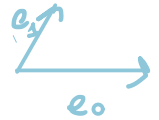
```
Vec3{-1.f, -1.f, -1.f},
Vec3{1.f, -1.f, -1.f},
Vec3{0.f, 1.f, -1.5f}
```

(incorrect, should be reversed)?



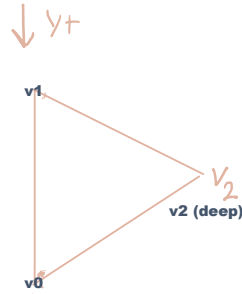
$$e_0 = (2, 0, 0)$$

$$e_1 = (1, 2, -.5)$$



```
Vec3{-1.f, 1.f, -1.f},
Vec3{-1.f, -1.f, -1.f},
Vec3{1.f, 0.f, -1.5f},
```

(correct)



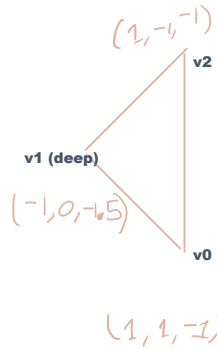
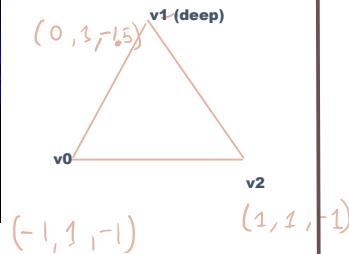
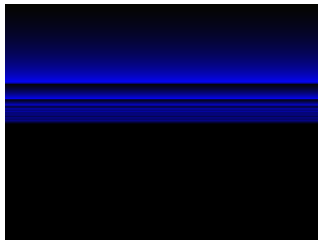
$$e_0 = (0, -2, 0)$$

$$e_1 = (2, -1, -.5)$$



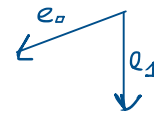
```
Vec3{-1.f, 1.f, -1.f},
Vec3{0.f, 1.f, -1.5f},
Vec3{1.f, 1.f, -1.f},
```

(incorrect, should be reversed)? Also, why so much depth compared to first triangle?



$$e_0 = (-2, -1, -.5)$$

$$e_1 = (0, -2, 0)$$



```
Vec3{1.f, 1.f, -1.f},
Vec3{-1.f, 0.f, -1.5f},
Vec3{1.f, -1.f, -1.f},
```

(correct)

