

We start with a depth buffer that is cleared to 1, the far value, meaning that all pixels on our quad (which is at the near z value, 0) will be processed.

Depth buffer

| | | | |
|---|---|---|---|
| 1 | 1 | 1 | 1 |
| 1 | 1 | 1 | 1 |
| 1 | 1 | 1 | 1 |