struct coordinate\_system

{

my\_homogeneous\_point o;//圆心  
 my\_3Dvector x, y, z;//xyz轴向量

}shijie, jubu;

struct zhenhuancun

{

my\_homoheneous\_point x, y, z;

float zb;

float r,g,b;

}zhc[2\*nearplane\_width+1][2\*nearplane\_height+1];

z-Buffer(model)

{

model2=世界坐标系变换到局部坐标系(vector<my\_face\_homogeneous>model, jubu);

//(局部z轴为(eye\_x,eye\_y,eye\_z）,xy轴跟随z)

帧缓存重置；

for(每个像素)

{

//该像素zb置最小值MinValue;

for(每个面)

if(背面剔除)

{

if(bool 该像素在该面内(int , int, my\_face\_homogeneous model[i]) &&

float depth/z(int, int, my\_face\_homogeneous model[i] )>zb)

{

zb = z;

帧缓存 = 该面颜色;

}

}

}

for(帧缓存)

局部坐标系变换到世界部坐标系(jubu,zhenhuancun& zhc[][]);

glbegin(gl\_points);

for(帧缓存)

glvertex3f();

glend();

}