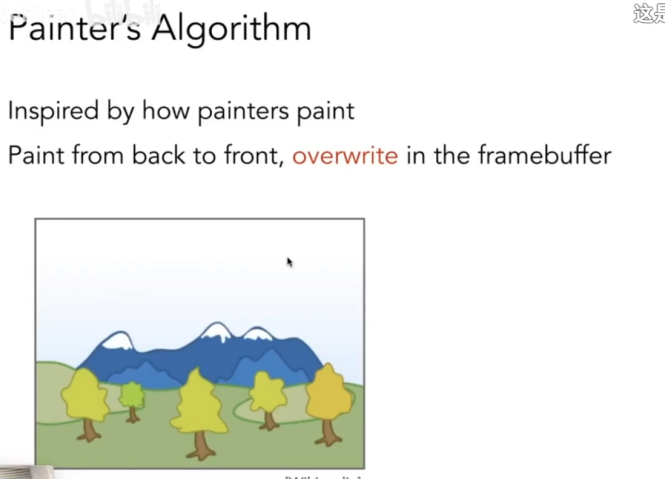
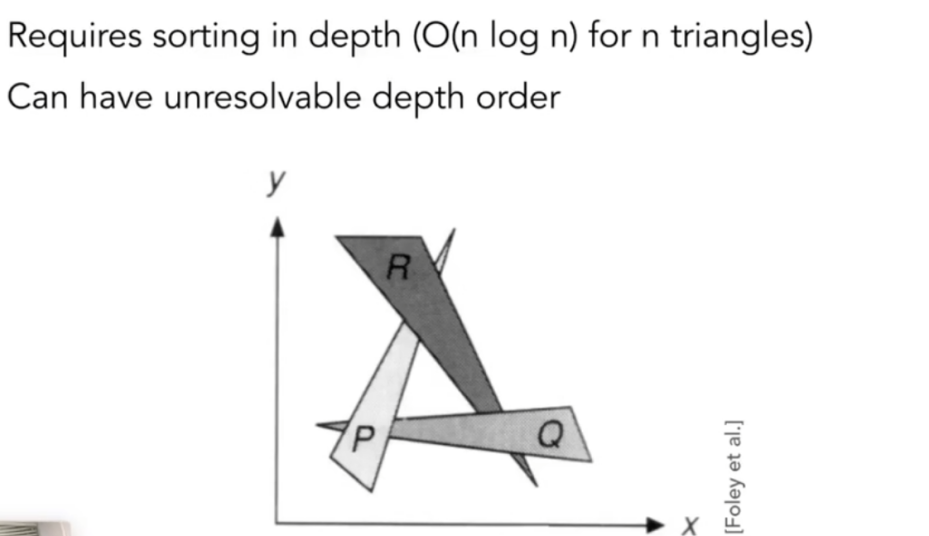


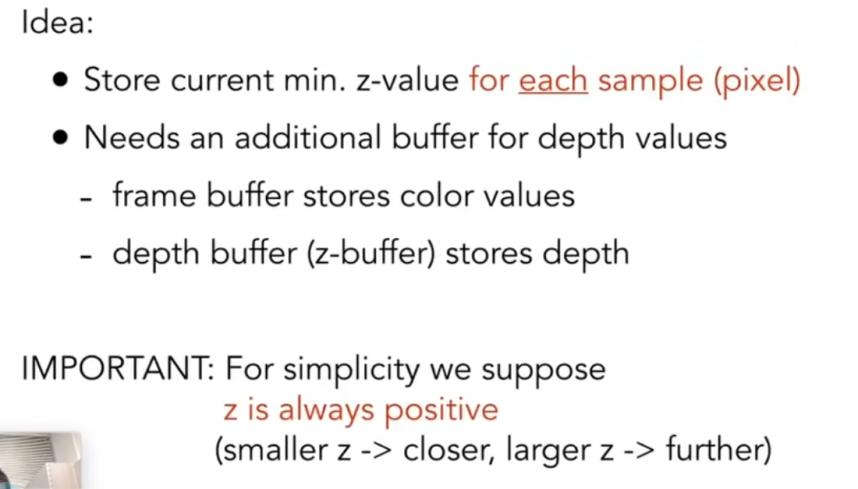
画家算法（油画），先画远处再画近处



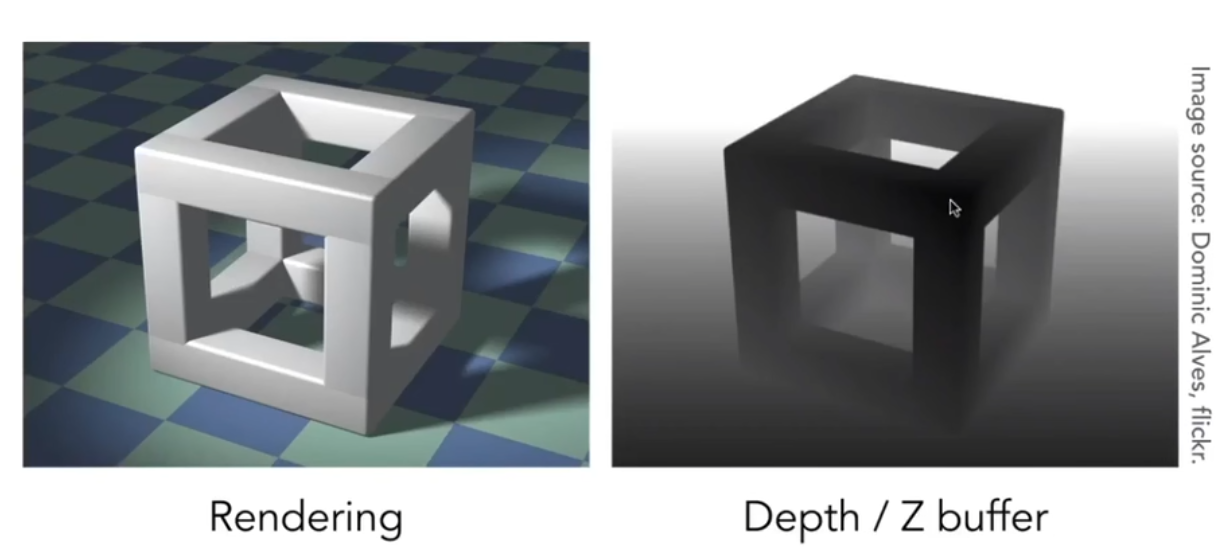
互相遮挡时不能使用画家算法



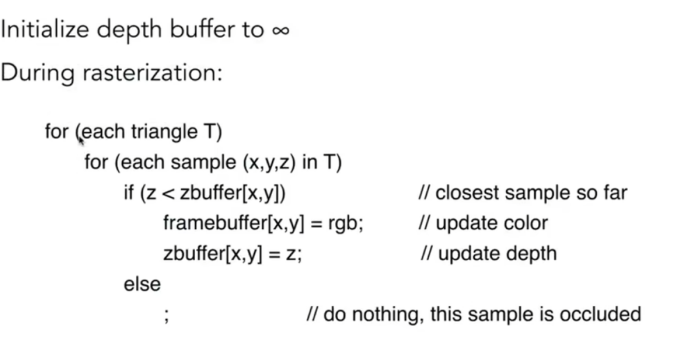
需要进行深度缓冲



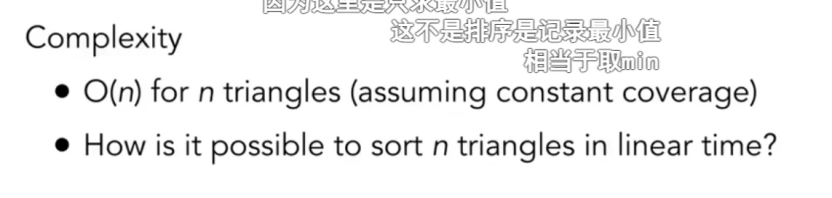
渲染/深度缓存



深度缓存算法

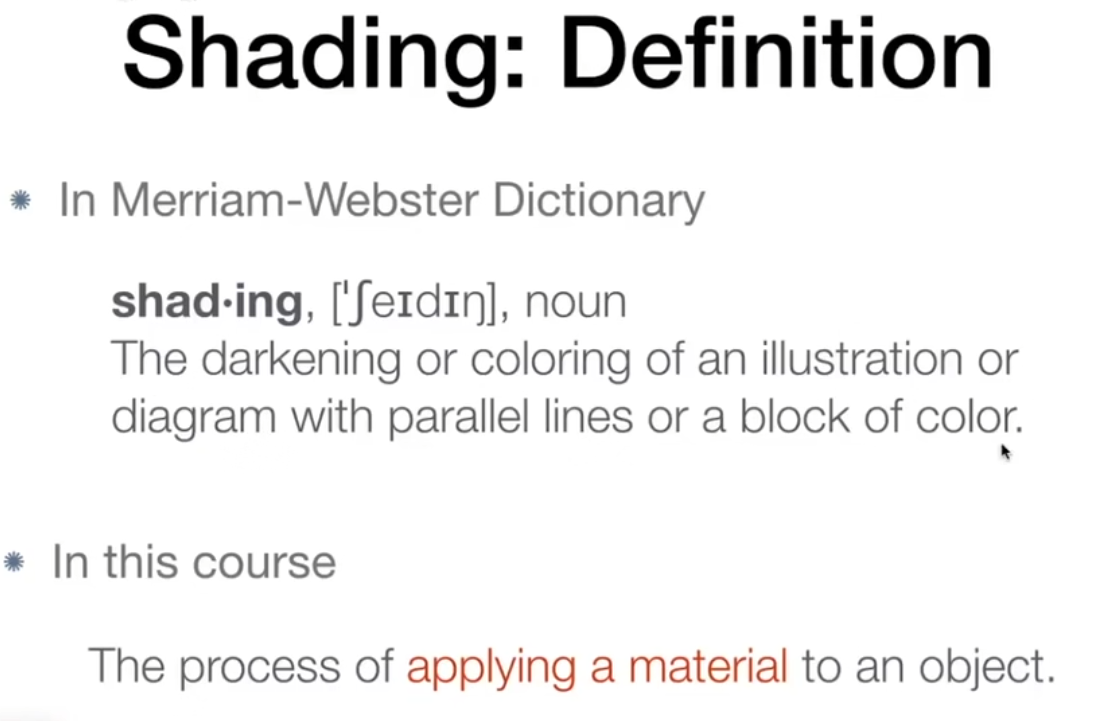


时间复杂度O（n）

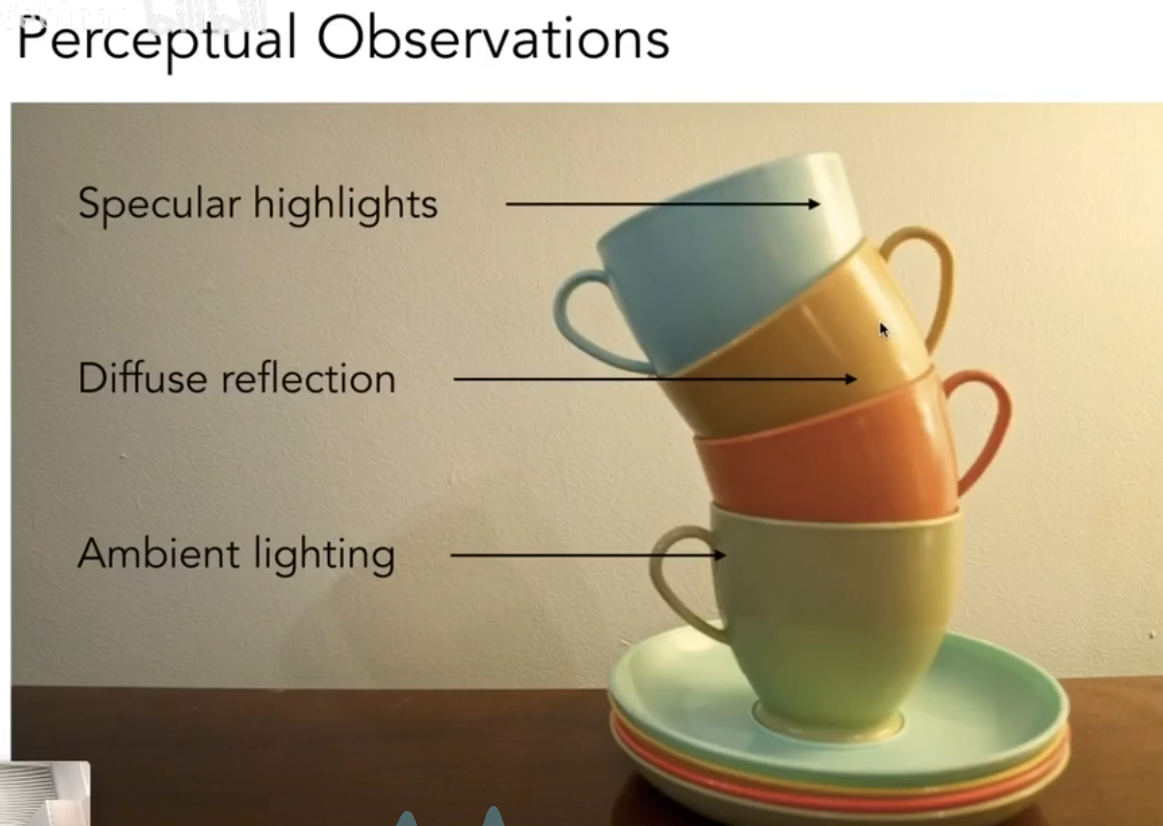


并没有实现排序，只是记录最小值，和顺序无关（两个浮点数几乎不可能相等）

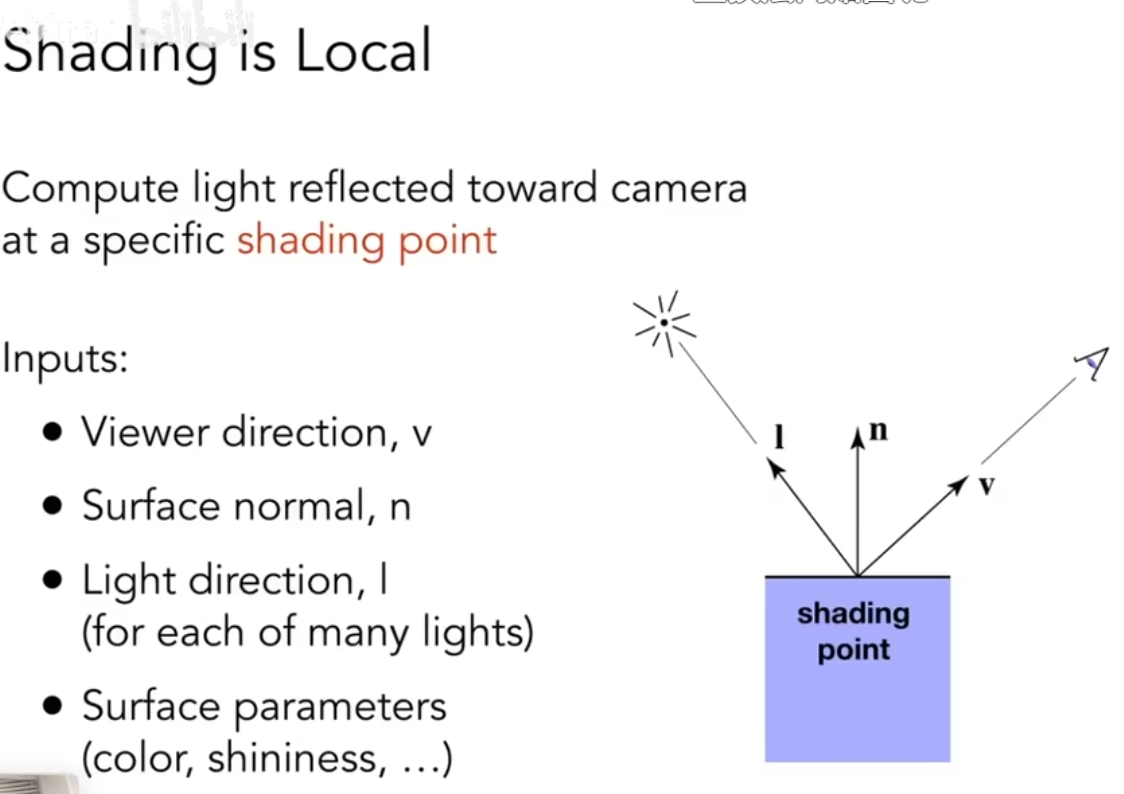
着色



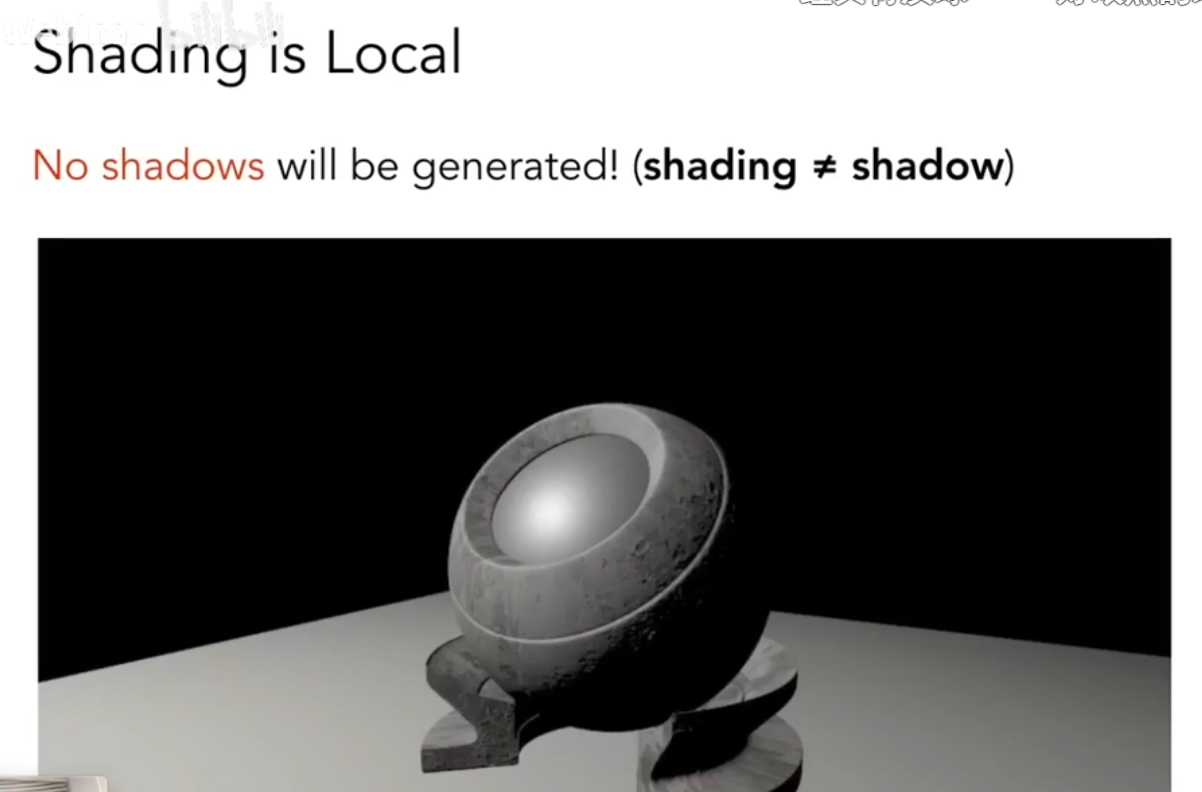
Blinn phong反射模型

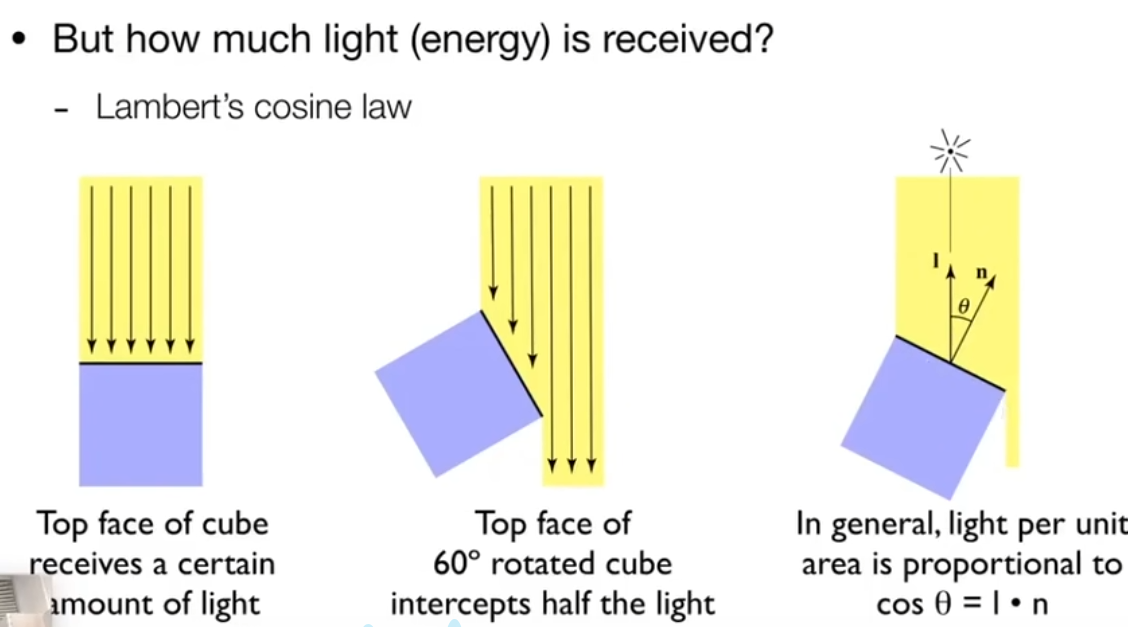


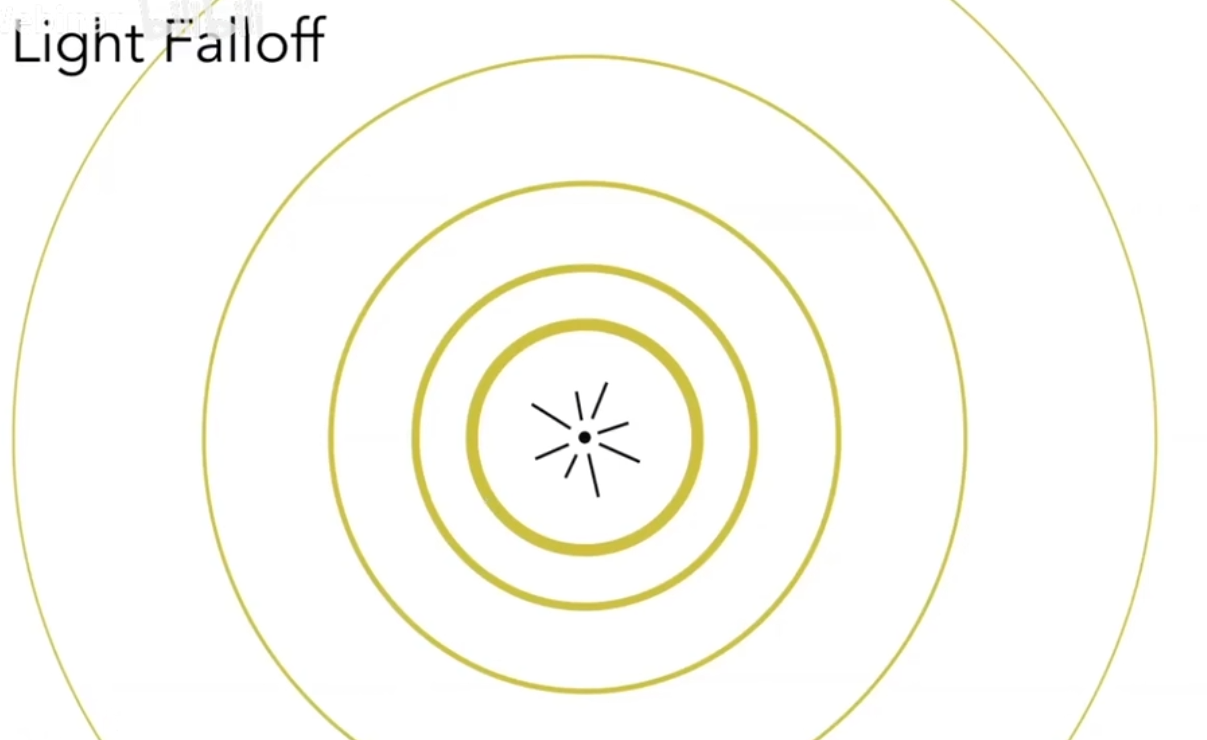
高光，漫反射，环境光照



Local（局部）着色不会考虑阴影







耳机没电了，剩下的明天补