E01 – zBuffer

These examples show the effect and the issues of z-buffer.

`index-NoZBuffer.html`, shows what happens if we disable the z-buffer: triangles starts be presented in random order, and some belonging to the back of the figure, covers the one in front.

`index-Zfighting.html`, shows what happens if we the near and far plane values are poorly chosen. The numerical round-off causes errors such that some pixels of the back of the house covers the one from the front, making a wobbling image.