

Wednesday, 15 February 2023

## Assignment1

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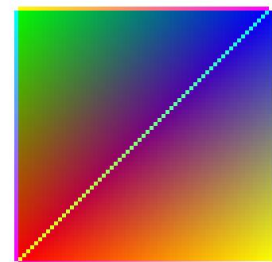
We have implemented our own software rasteriser which can rasterise triangles, supersampling and colour interpolation.

To compile use command : make

To run use command : ./game

In the file named “SoftwareRasterizer2.cpp” we’ve tried to implement an alternate rasterizing scheme with supersampling embedded in the rasterisation of triangle. Here we’ve used color interpolation to implement supersampling.

In file SoftwareRasterizer.cpp we’ve initialised a colourful tick mark which uses the same color interpolation as described above.



We tried part 2 and partly could do it. Also, part 3 isn't attempted because of less time.