

Per-sample operations review

1. At what point does the stencil test happen?
2. At what point does the depth test happen?
3. At what point does the combination of samples happen?
4. What is the stencil buffer used for?
5. What does this OpenGL command do? `glStencilFunc(GL_LEQUAL, 1, 0xFF)`
6. What does this OpenGL command do? `glStencilOp(GL_INCR, GL_KEEP, GL_KEEP)`
7. What is multisampling for and how does it work?
8. What does this OpenGL command do? `glfwWindowHint(GLFW_SAMPLES, 4)`