

Mini-Renderer Outputs

Scan-Line Rasterization

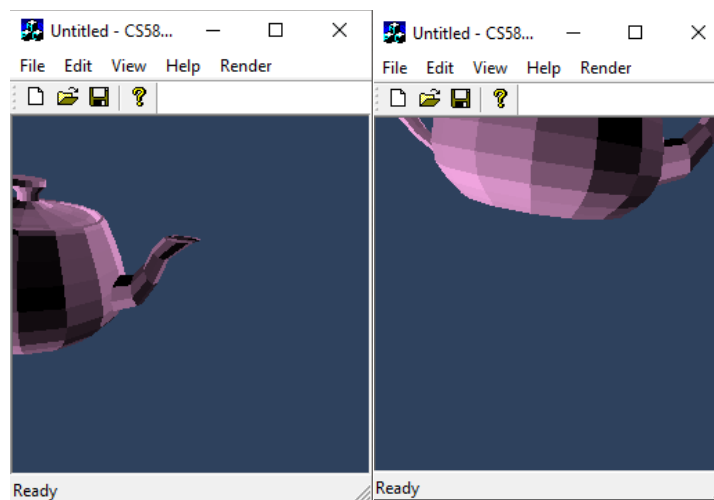


Transformations

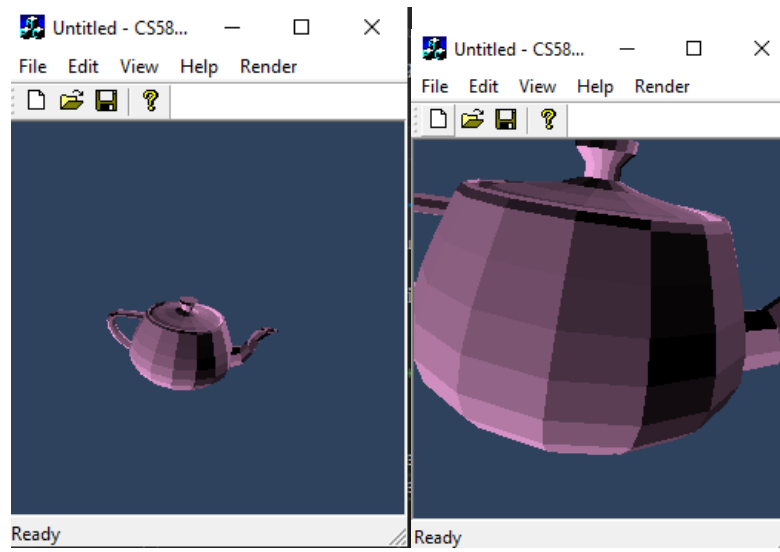
Original



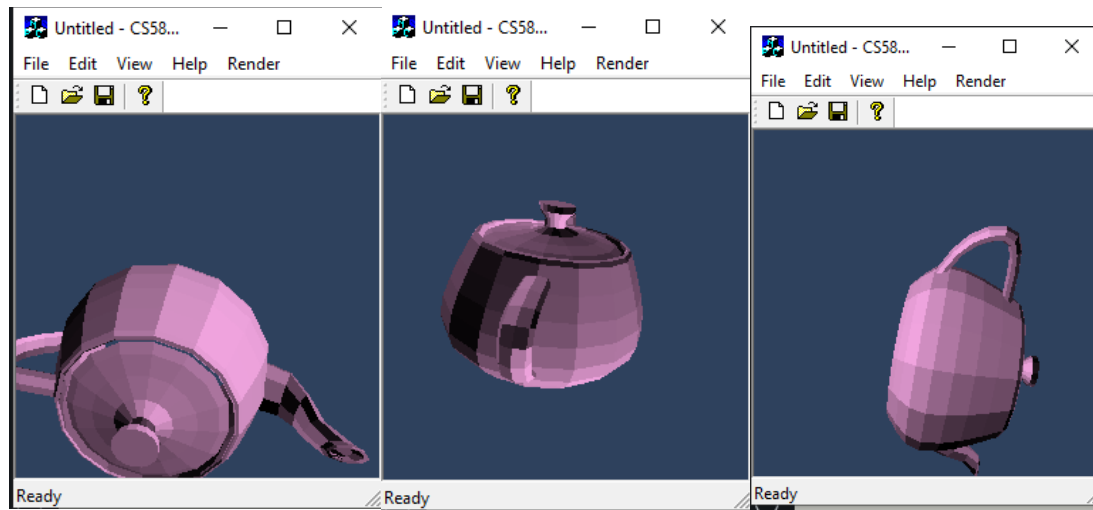
Translated



Scaled

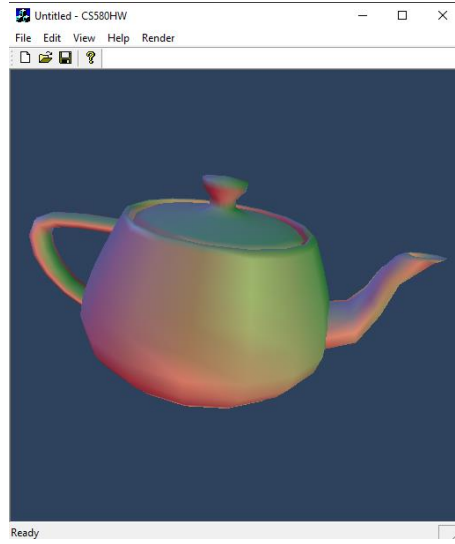


Rotated

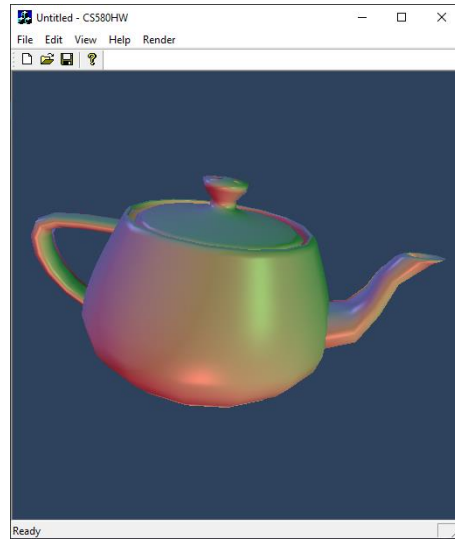


Shading

Gouraud

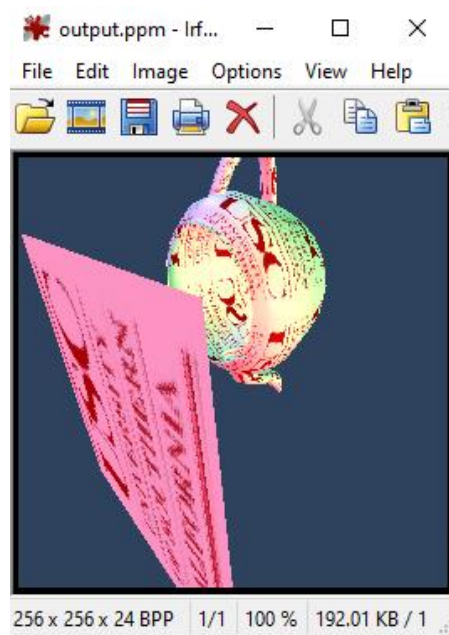


Phong



Texturing

Normal



Anti-Aliased

