

# DEPTH TESTING

- `gl.enable(gl.DEPTH_TEST) / gl.disable(gl.DEPTH_TEST)`
- `gl.depthFunc(...)`
- Default: `gl.disable(gl.DEPTH_TEST), gl.depthFunc(gl.ALWAYS)`
- If depth testing is disabled, later fragments will overwrite the values in the frame buffer (Painter's Algorithm)
- `gl.depthFunc` specifies when fragments pass the per-fragment test of the pipeline
- Possible values:
  - NEVER, LESS, LEQUAL, GREATER, NOTEQUAL, GEQUAL, ALWAYS

# BLENDING

- `gl.enable(gl.BLEND) / gl.disable(gl.BLEND)`
- `gl.blendFunc(source, destination)`
- Default: `gl.disable(GL_BLEND), gl.blendFunc(GL_ONE, GL_ZERO)`
- Determines how the incoming fragment (source) is blended with the value already written in the frame buffer (destination) using linear interpolation
- Possible values (among others):
  - `ZERO, ONE, SRC_COLOR, ONE_MINUS_SRC_COLOR, DST_COLOR, ONE_MINUS_DST_COLOR, SRC_ALPHA, ONE_MINUS_SRC_ALPHA, DST_ALPHA, ONE_MINUS_DST_ALPHA`