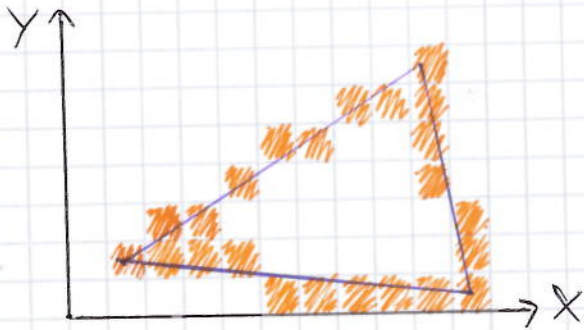


Scan Conversion

Scan conversion is the process of converting a polygon edge (which is described by world coordinates) to an edge on the screen (which is described by pixel coordinates).

Scan-converting a line

We sample the true geometry of the line, and approximate it using the nearest pixels available. We can use Bresenham's algorithm for that.



Scan-converting a triangle

- ① Scan-convert each of the edges
- ② Process each row of pixels and fill in the remaining interior pixels

This is straightforward but inefficient, a more efficient algorithm is the "sweep-line" algorithm

Data structure for Polygon meshes

- Facelist which is indexing into the edge list which is indexing into the vertex list

