

Ragot::Rasterizer::
fill_convex_polygon

Ragot::Rasterizer::
fill_convex_polygon
_z_buffer

Ragot::Rasterizer::
interpolate

```
graph LR; A[Ragot::Rasterizer::fill_convex_polygon] --> C[Ragot::Rasterizer::interpolate]; B[Ragot::Rasterizer::fill_convex_polygon_z_buffer] --> C;
```