Rasterizer Report – George Church gc14768

Clipping

In my rasterizer program I perform clipping of the triangles using homogeneous coordinates and the SutherLand-Hodgman algorithm. I clip the triangles on the top, bottom, left and right edges. Getting my head around homogeneous coordinates was quite challenging, but I still managed to get the clipping to work quite well.

Texture

I added a checkered texture to the floor of the room. To do this I created a lookup table for the texture and had to do perspective correct interpolation of the texture coordinates between each vertex of a triangle. I tried to do mip-mapping but ran out of time.