

Raster Operations

Geoffrey Matthews

Department of Computer Science
Western Washington University

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- http://en.wikipedia.org/wiki/Bresenham's_line_algorithm
- <http://www.cs.helsinki.fi/group/goa/mallinnus/lines/bresenh.html>

Filling in a triangle

- Keep a table of **min** and **max** values for each row of the projection.
- As each point of the line is calculated by the line algorithm, update min and max for that row.
- After the lines have been drawn, fill in between the min and max.

Interpolating other quantities

Note that as we step x from its initial value to its final value, we also step y from its initial value to its final value. We could also step some other value, such as

- z
- a greyscale or color value
- a normal vector
- texture coordinates

or anything else from an initial value to a final value, thus LERPing all values from one endpoint to the other.