

Rasterizer

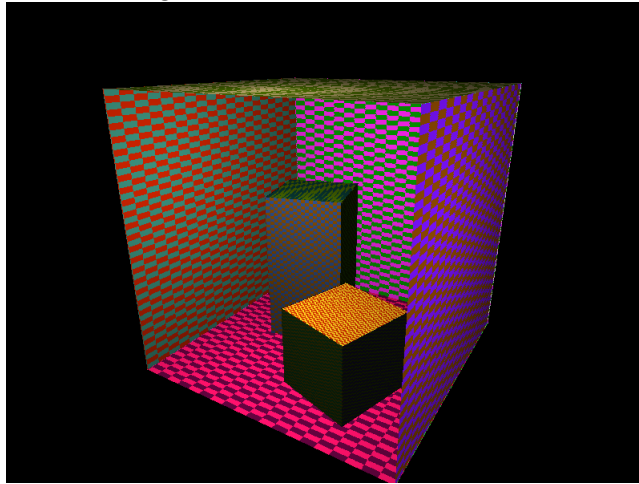
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All the given features were implemented and are in the rasterizer folder.

Some basic textures were added that are stored in each triangle. A new coordinate for each vertex was added to represent the position of the texture it represented. This value was then interpolated to get a position for each pixel. This is then used to lookup the closest colour in the texture. Textures were generated simply by filling a 2d array with random coloured chequerboards.

Figure 1: Textured Rasterizer



An interesting effect was found when non perspective correct interpolation was used for the texture coordinates, the textures would appear to warp in strange ways when moving the camera around. A version of the rasterizer with this effect is in the folder funkyrasterizer.