
着色像素点 1 对某个像素点进行着色

输入: 采样 *sample* 信息, 像素 *pixel* 信息, 着色 *shading* 信息, 着色点 *shading_point* 信息

输出: shading_result

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1: function SHADE_HIT_POINT(sampling_context, pixel_context, shading_context, shading_point)
2:   result  $\leftarrow$  0
3:   if left < right then
4:     middle  $\leftarrow$  (left + right)/2
5:     result  $\leftarrow$  result + MERGESORT(Array, left, middle)
6:     result  $\leftarrow$  result + MERGESORT(Array, middle, right)
7:     result  $\leftarrow$  result + MERGER(Array, left, middle, right)
8:   end if
9:   return result
10: end function
11:
12: function MERGER(Array, left, middle, right)
13:   i  $\leftarrow$  left
14:   j  $\leftarrow$  middle
15:   k  $\leftarrow$  0
16:   result  $\leftarrow$  0
17:   while i < middle and j < right do
18:     if Array[i] < Array[j] then
19:       B[k++]  $\leftarrow$  Array[i++]
20:     else
21:       B[k++]  $\leftarrow$  Array[j++]
22:       result  $\leftarrow$  result + (middle - i)
23:     end if
24:   end while
25:   while i < middle do
26:     B[k++]  $\leftarrow$  Array[i++]
27:   end while
28:   while j < right do
29:     B[k++]  $\leftarrow$  Array[j++]
30:   end while
31:   for i = 0  $\rightarrow$  k - 1 do
32:     Array[left + i]  $\leftarrow$  B[i]
33:   end for
34:   return result
35: end function

```
