| Name and Address of the Owner, where the Party of the Owner, where the Owner, which is the Owner, which i | |
|--|--|
| Nama | = ARI SATRIO S. |
| MPM | : 18351048B |
| Kelas | : Teknik Informatika St |
| Matkel | : Grafika Komputer |
| | Charles remputer |
| | |
| 1 Pen | and basel a latella set of |
| - | nain beretasi tertadap sumbu Y |
| 2 Tiles | melompat. pemain akan bertranslasi kearah Y |
|) 3140 | me lumpat, pemain alean ber ciaris lasi realian |
| 3 Pelus | a -loop bertrandon to t 7 |
|) 12101 | ru akan bertranslasi ke arah Z |
| al Dile | - 1000 polygon |
| - VIX: | - 1 polygon = 0,0020 (4+8+8=20) |
| | |
| | - shader = 0.0028/ pixel 0.002 sec/pixel - texture = 400×400 px |
| | - 5 Objek |
| | robjek |
| Tour | b = * render poligon = 1000 × 0,0020 |
| 3000 | = z delik |
| | - E CIECLE |
| | * tender textur = (400×400) × 0,002 |
| | = 180.000 ×0,002 |
| | = 320 delik |
| | JEO MEGIN |
| | * waktu garg diperlukan 1 Frame game |
| | = (320 +2) ×5 |
| | = 320×5 822 ×5 |
| | = 1610 detile 1 frame |
| | |
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