

# Computer Graphics From Scratch

- [Raytracing](#)
- [Rasterization](#)

# Raytracing

# Rasterization

Color

Lines

1. draw line by using Interpolate to compute values of a linear function.

Filled Triangles

draw lines to make wireframe of a triangle using 3 2D Vertices with connecting points

1. Sort the points
2. compute the x coordinate of the triangle edges
3. concatenate the short sides
4. determine which is left and which is right
5. draw the horizontal segments

Shaded Triangles