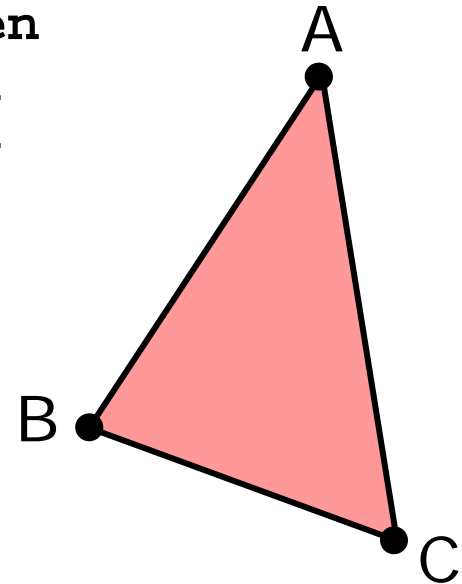


# Kapitel 24: Hardwarebeschleunigung

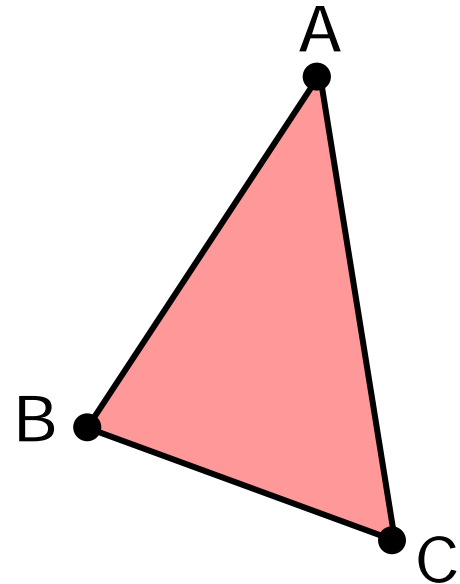
# Dreieck selbst einfärben

```
for (y=a.y; y=y-1; y>=b.y){  
    // xstart und xende interpolieren  
    for (x=xstart; x=x+1; x<=xende){  
        // z berechnen  
        if (z > tiefe[x][y]) {  
            tiefe[x][y] = z;  
            color = ...;  
            frame[x][y] = color;  
        }  
    }  
}
```



# Dreieck einfärben lassen

```
glBegin(GL_TRIANGLES)  
    glVertex3f(ax,ay,az);  
    glVertex3f(bx,by,bz);  
    glVertex3f(cx,cy,cz);  
glEnd();
```



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24 Milliarden Texel/sec (Fill Rate)

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