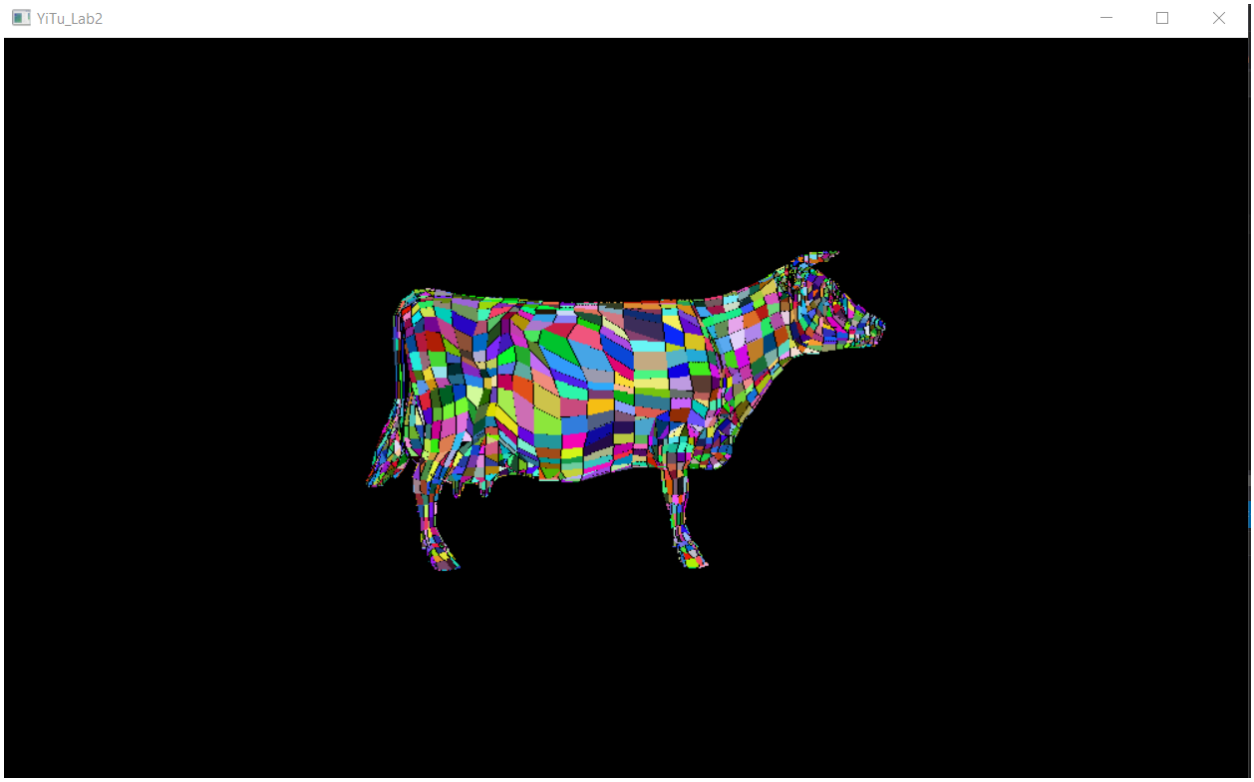
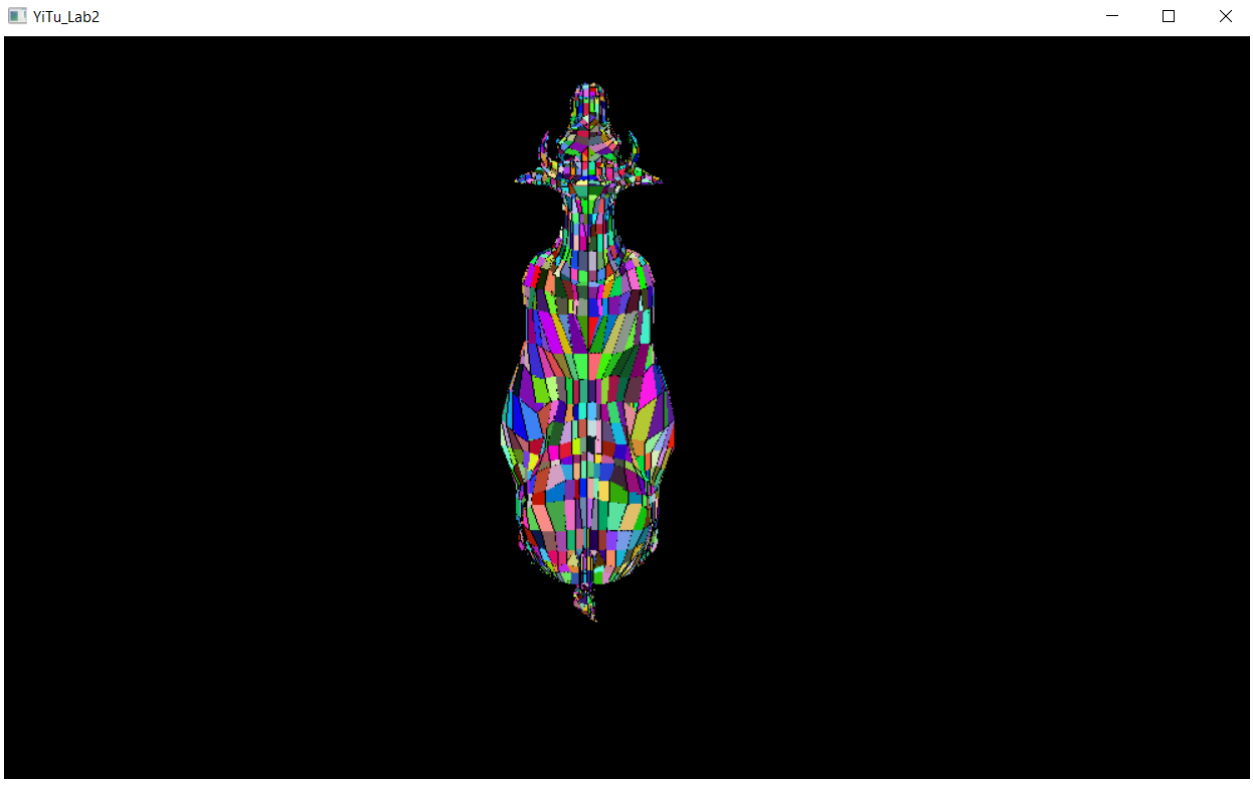
G35001246 Tu Yi





Input:

Object geometric data in coordinate system (from cow.obj)

Program structure:

1.The program consists of math.h, pipeline.h, device.h, scan_conversion.h, zbuffer.h and main.cpp.

2.Codes in math.h deal with the calculations in matrix and vector. They implement the actions of adding two matrices and multiply two matrixes including the add, subtract,*, / and cross product of two three-dimensional vectors.

3.The pipeline.h is made of 3 steps, including loading objects, some operations in scan conversion and some operations in ZBuffer alogorithm. performScanConversion();

4. frame_buffer.h deals with the definition of the frame buffer.5. zbuffer.h deals with the operations on Z Buffer.

6.scan_conversion.h deals with AET and ET, and PolygonTable and ActivePolygonTable.

It defines the necessary data structure of Edge, Plolygon, ActiveEdge, ActivePolygon;

7. The main.cpp is the application's entry point.