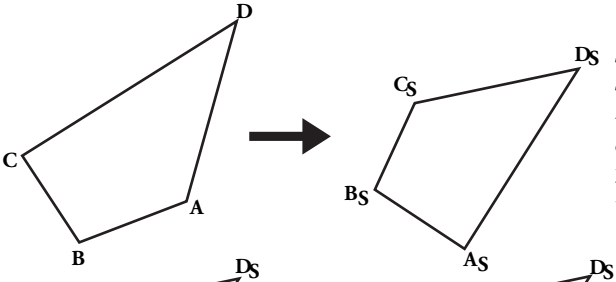
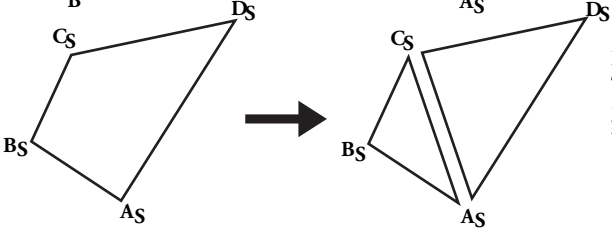
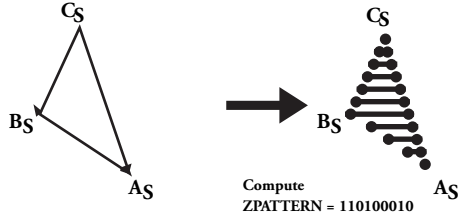
CPU Operations



Transformation.
The world coordinate polygon is tranformed, clipped, lighted, depth-cued, etc. Back-facing polygons are removed.

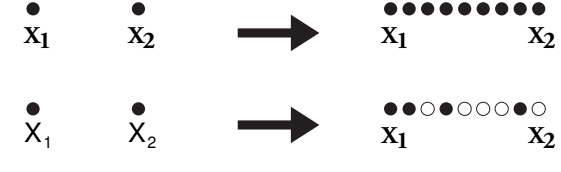


Polygon Decomposition.
The screen coordinate polygon is decomposed into triangles.



Span Decomposition.
Each triangle is decomposed into spans by exact point sampling of the triangle interior. When z-buffering is selected, a z-buffer pattern mask is computed for each span.

REX3 Operations



Span Interpolation.
Each span is rendered in the framebuffer.

Span Interpolation with Z-buffering. Each span is rendered in the framebuffer through the z-buffer pattern mask.