Stencil Buffer Examples

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Using the Stencil Buffer to Create a Magic Lens

1. Clear the SB = 0
2. Write protect the color buffer
3. Draw a square, setting SB = 1
4. Write-enable the color buffer
5. Draw the solids wherever SB == 0
6. Draw the wireframes wherever SB == 1

Using the Stencil Buffer to Perform Polygon Capping

1. Clear the SB = 0
2. Draw the polygons, setting SB = ~SB
3. Draw a large gray polygon across the entire scene wherever SB != 0

Outlining Polygons the Naive Way

1. Draw the polygons
2. Draw the edges

Z-fighting
Clear the entire SB = 0

for (each polygon )
{
  Draw the edges, setting SB = 1
  Draw the polygon wherever SB != 1
  Draw the edges, setting SB = 0
}