

Stencil Buffer Examples

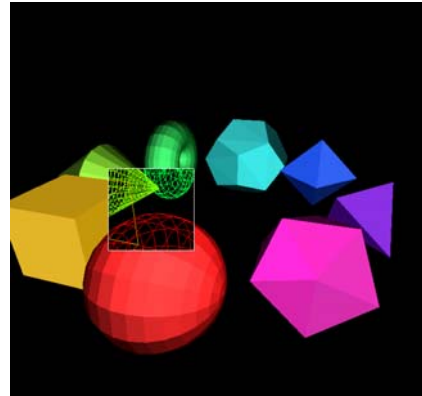
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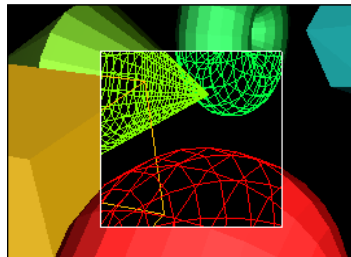
Using the Stencil Buffer to Create a *Magic Lens*



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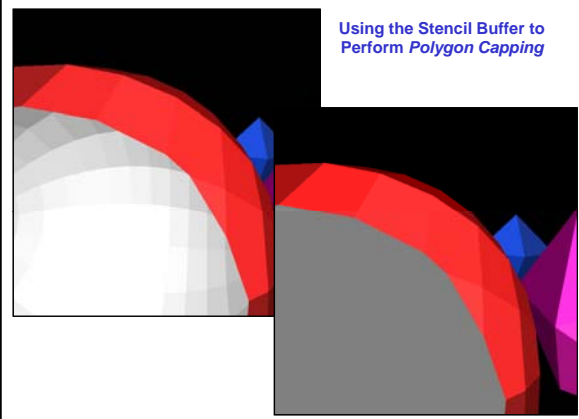
Using the Stencil Buffer to Create a *Magic Lens*

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



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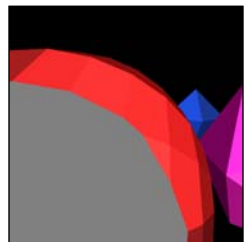
Using the Stencil Buffer to Perform *Polygon Capping*



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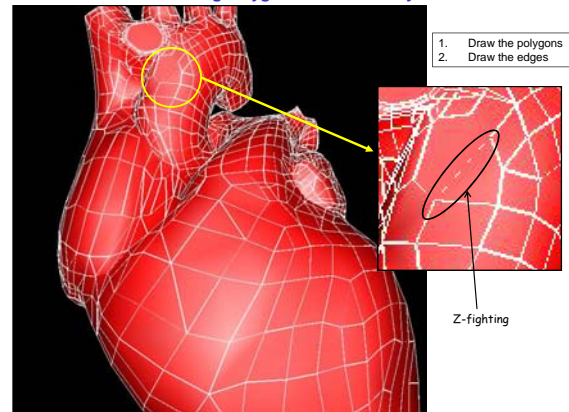
Using the Stencil Buffer to Perform *Polygon Capping*

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



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Outlining Polygons the Naive Way



1. Draw the polygons
2. Draw the edges

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