Flat Interpolation in the Rasterizer

Mike Bailey

Oregon State University

Declaring a Varying Variable to be Flat

flat.vert

```
#version 120

flat varying float LightIntensity;
const vec3 LightPos = vec3( 0., 10., 0. );

void main( )
{
	vec3 tnorm = normalize( gl_NormalMatrix * gl_Normal );
	vec3 ECposition = ( gl_ModelViewMatrix * gl_Vertex ).xyz;
	LightIntensity  = dot( normalize(LightPos - ECposition), tnorm );
	LightIntensity = abs(LightIntensity );
	LightIntensity *= 1.5;
	gl_Position = gl_ModelViewProjectionMatrix * gl_Vertex;
}
```

flat.frag

```
#version 120

flat varying float LightIntensity;
uniform vec4 Color;

void
main( )
{
	gl_FragColor = vec4( LightIntensity * Color.rgb, 1. );
}
```

mjb – May 4, 2007

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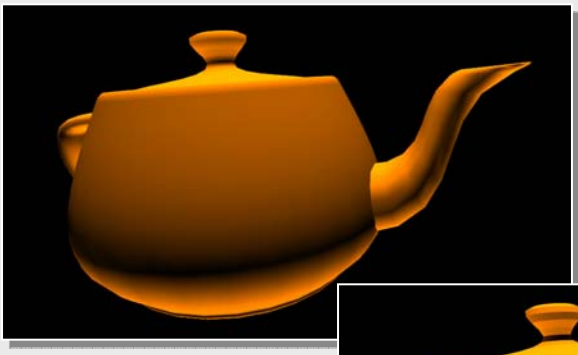

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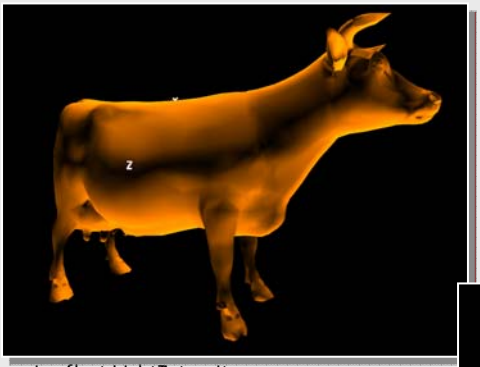

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