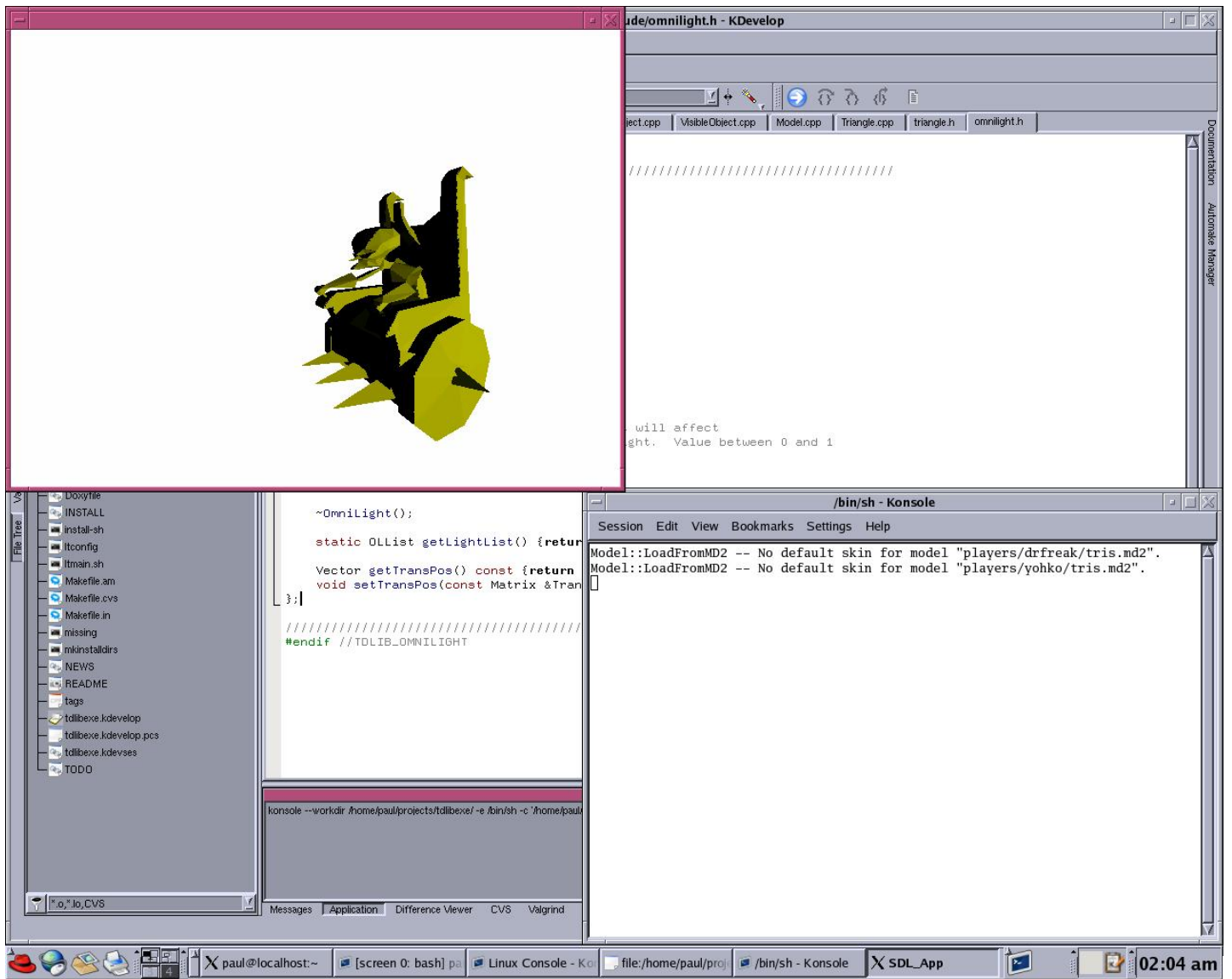


Software 3D Renderer

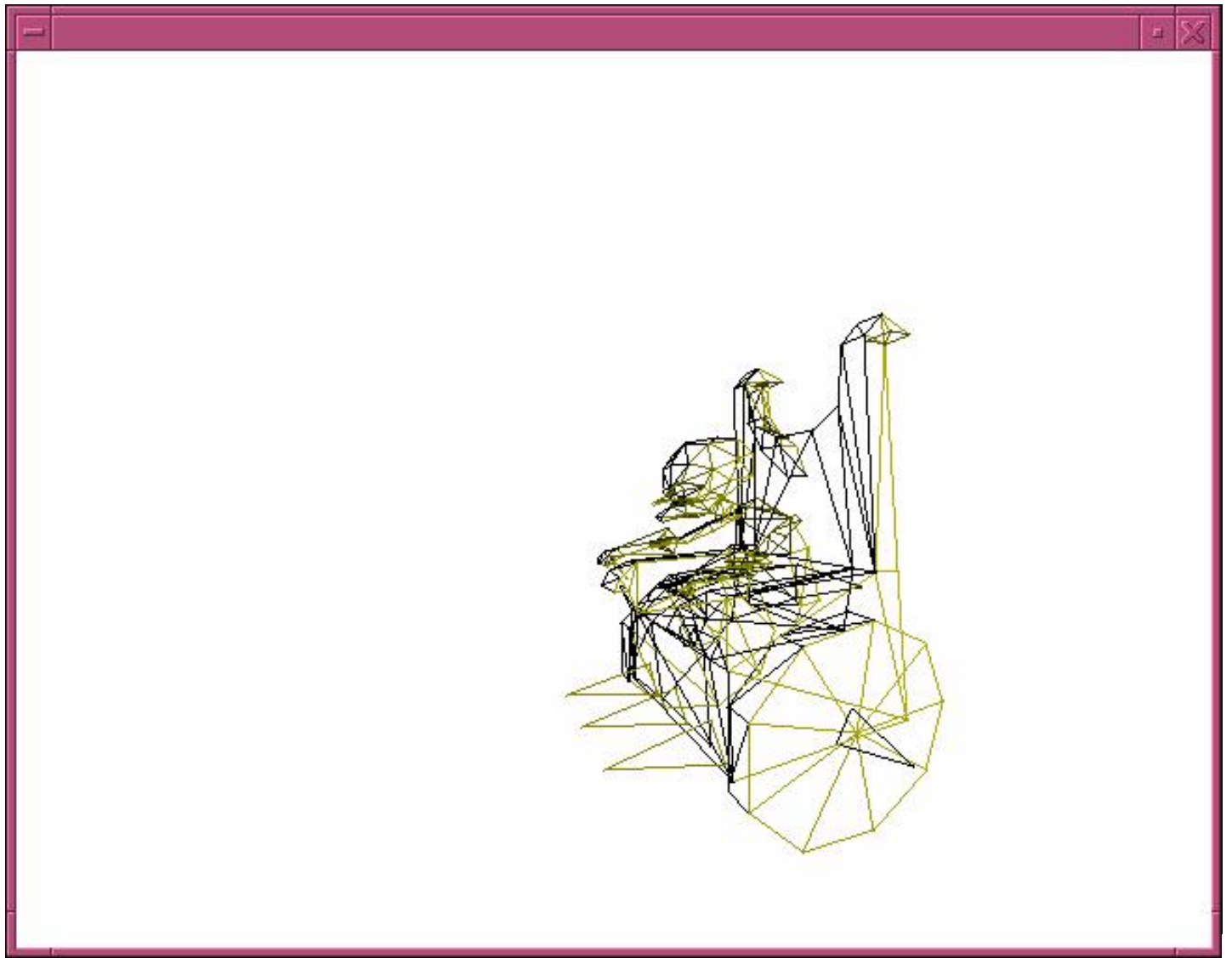
Screenshots



This is the Yohko model being solid shaded. Just got solid shading working.



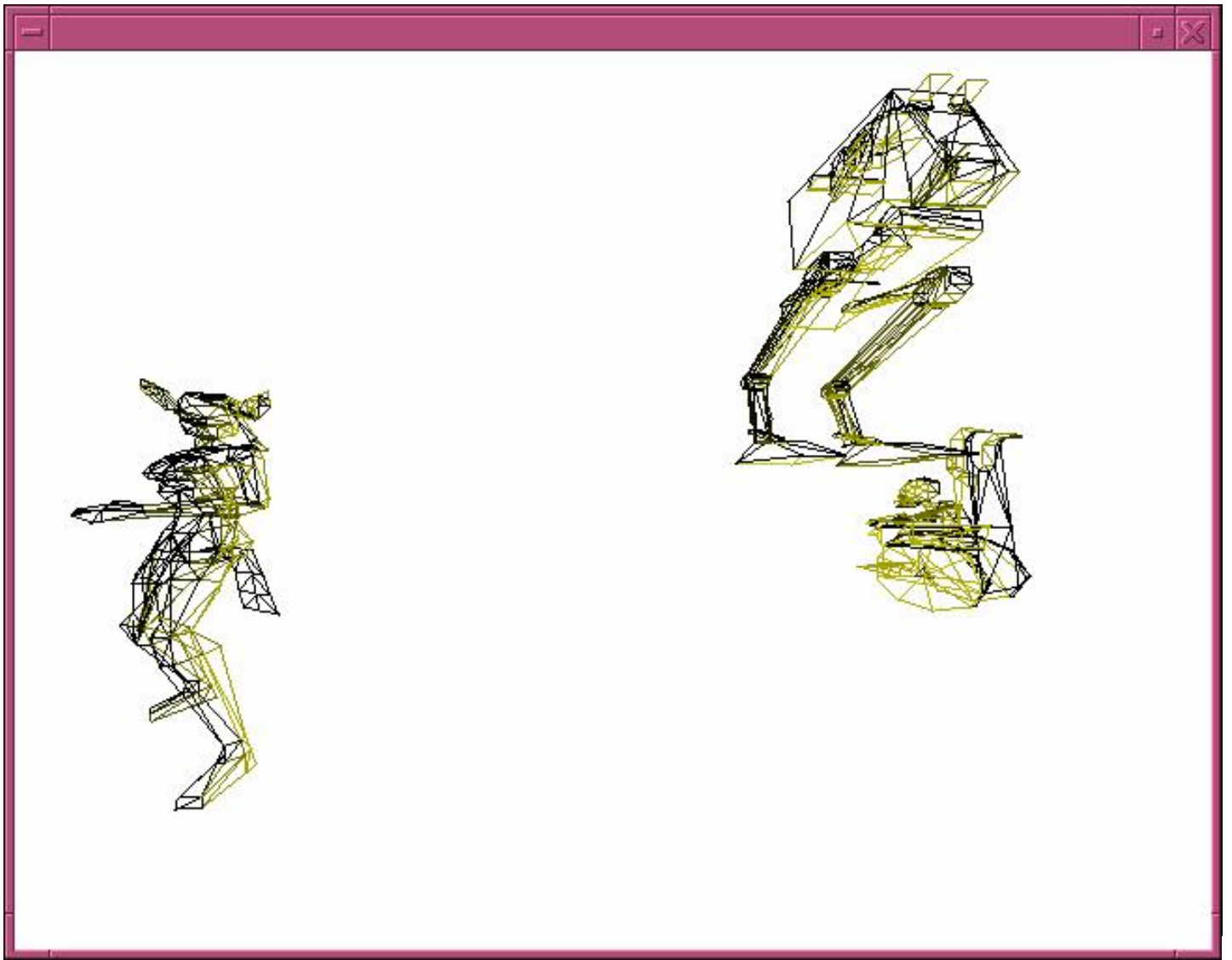
Desktop shot of the Dr. Freak model being solid shaded.



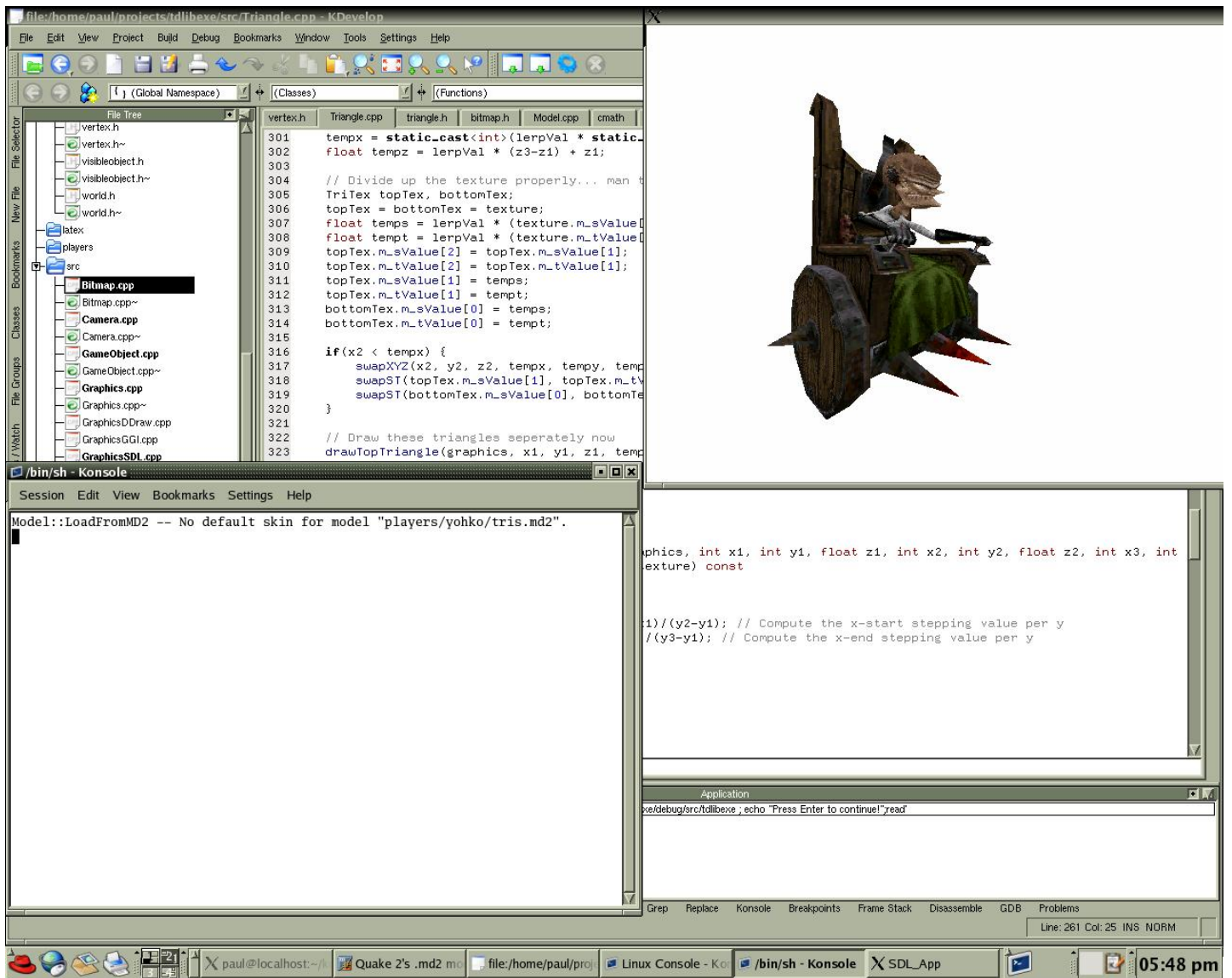
Wireframe shot of the Dr. Freak model.



Shot of all the models in my test scene being solid shaded.



Same shot as above except wireframe.



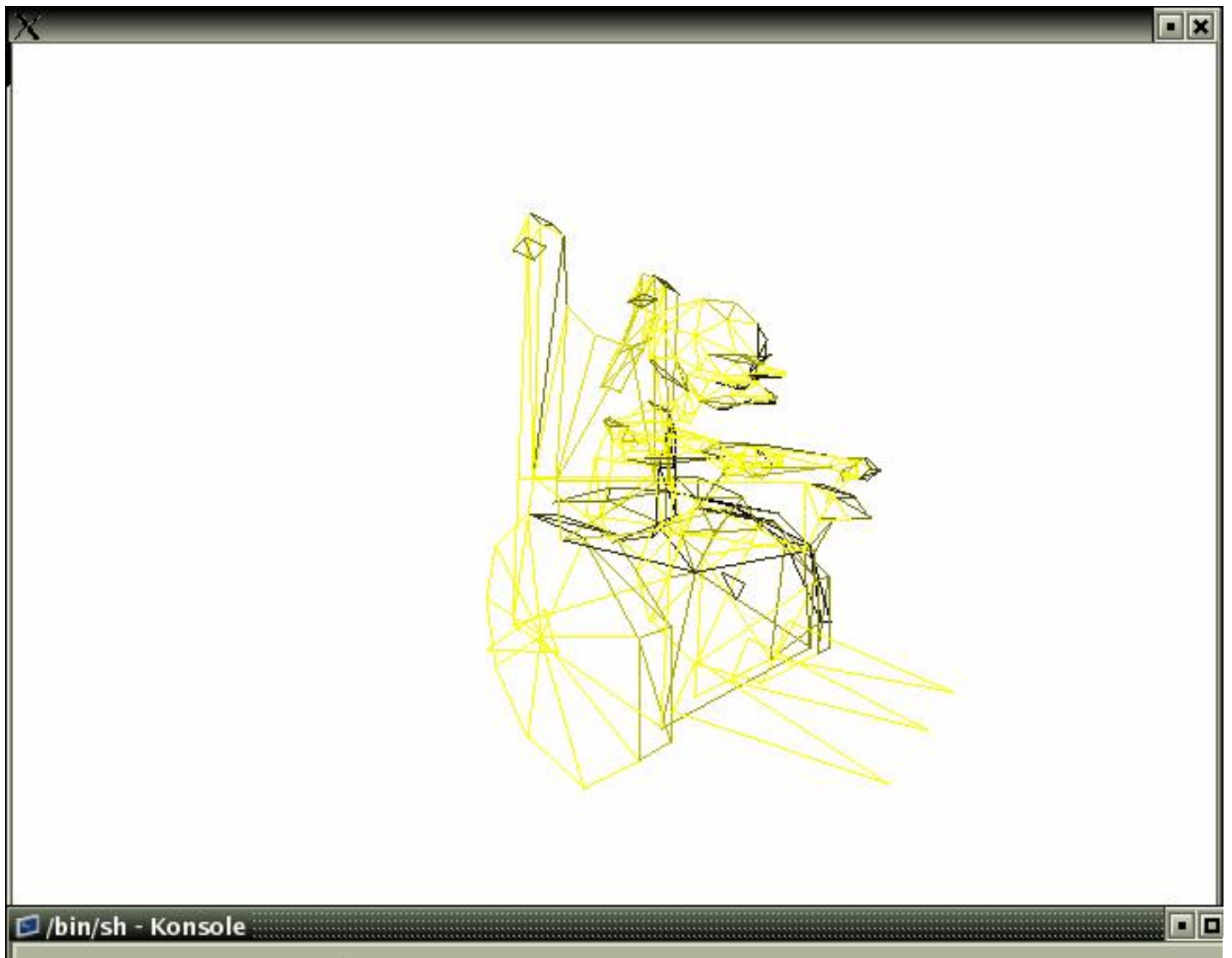
I'm feeling pretty excited because I just got textures working here. Man they make everything look 20 times better. Anyway, this is my desktop AND the Dr. Freak model being rendered with his skin.



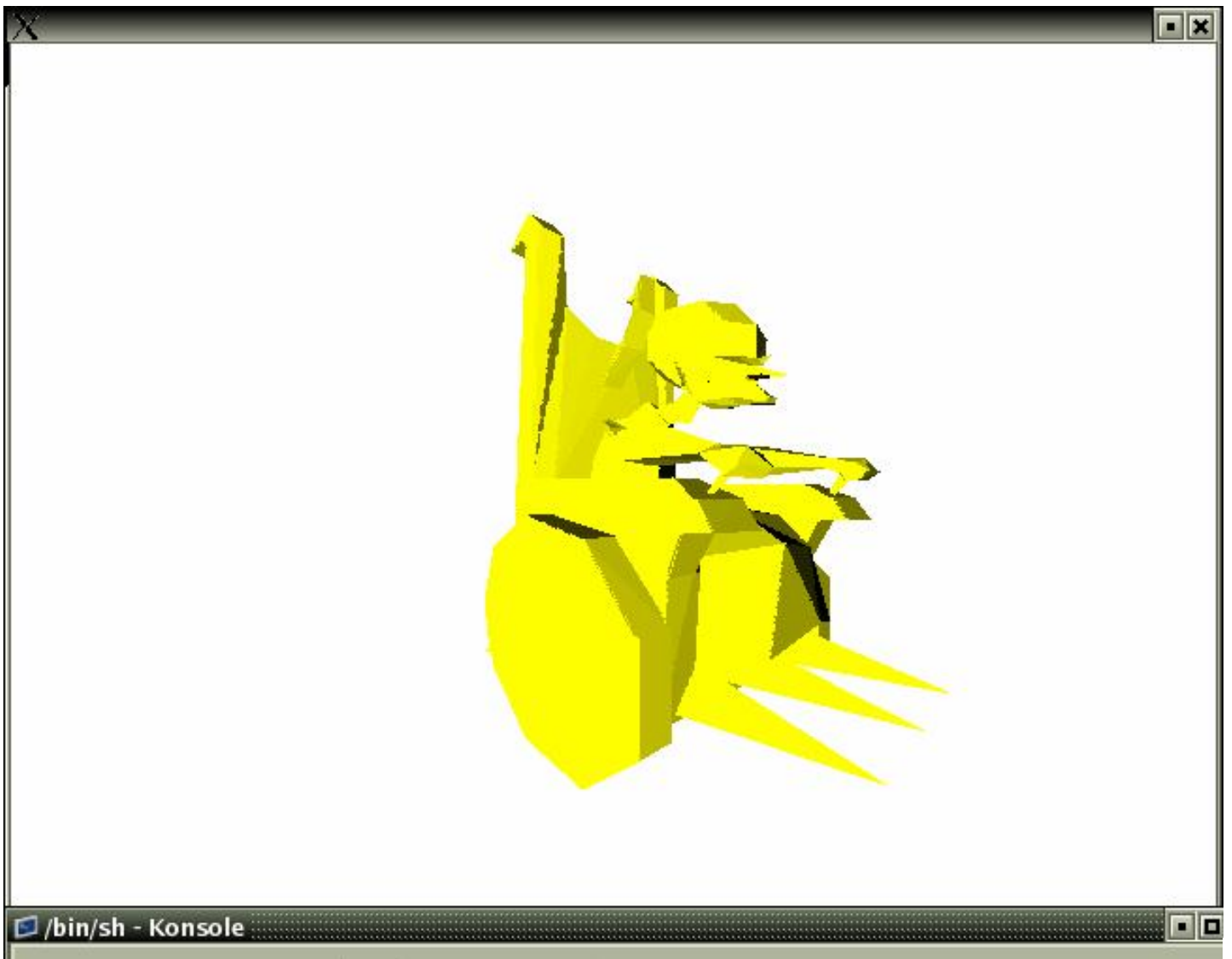
Here's the Yohko model again with a texture... She's not as exciting as I thought she'd be with a texture. I was really hoping for a calendar girl or something.



Here's a shot of the whole scene again, with textures. See the textures on the walker? They practically turn it into a totally different model eh?



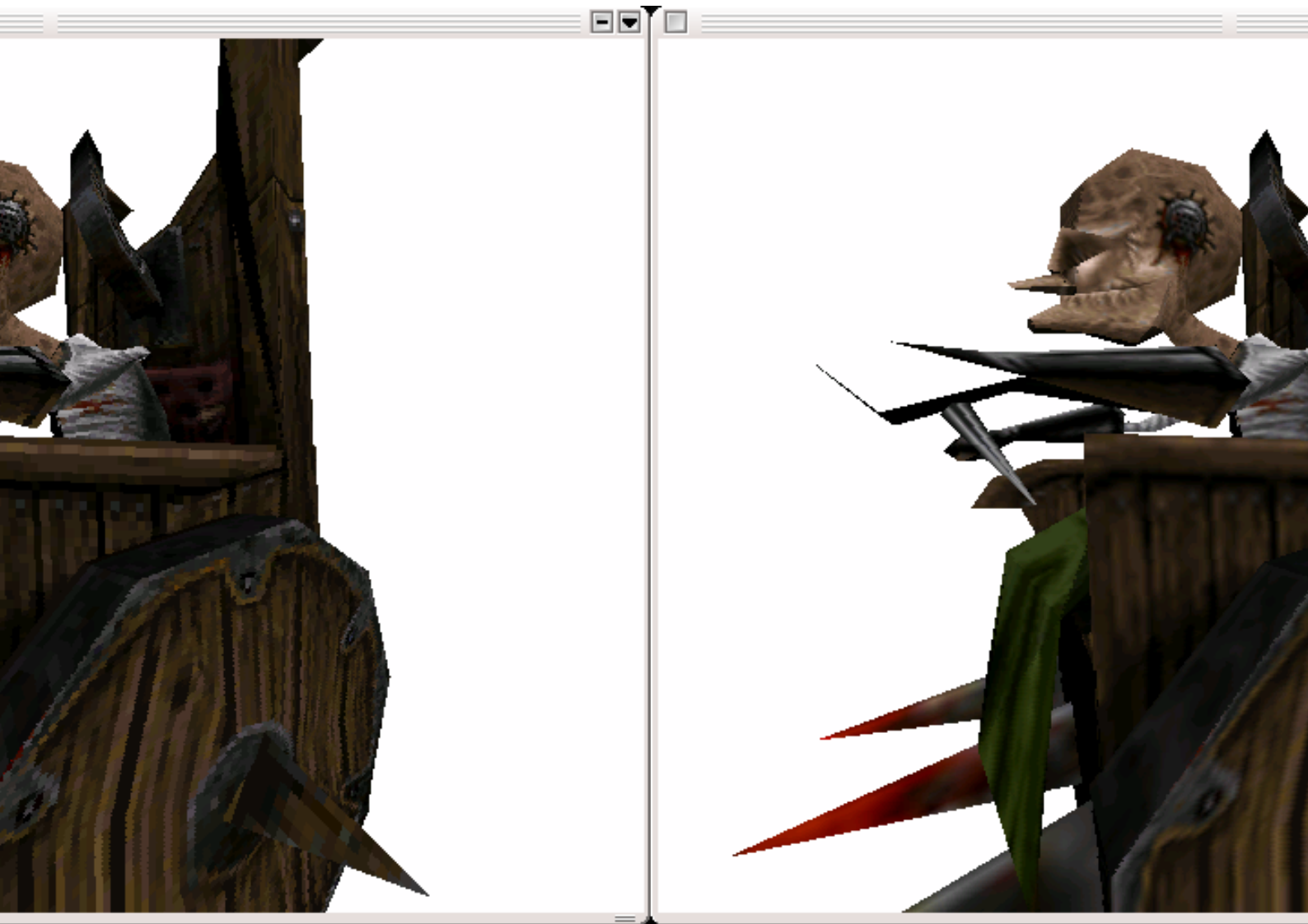
Dr. Freak in series #1 of the render-style series. This is wireframe.



Dr. Freak in series #2 of the render-style series. This is solid shading.



Dr. Freak in series #3 of the render-style series. This is textured.



With and without bilinear filtering