

# Software 3D Renderer

## Screenshots

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

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

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Wireframe shot of the Dr. Freak model.

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

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Same shot as above except wireframe.

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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.

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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.

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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?

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

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

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

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With and without bilinear filtering