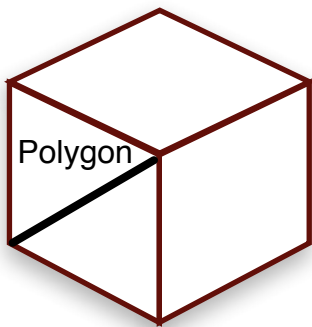


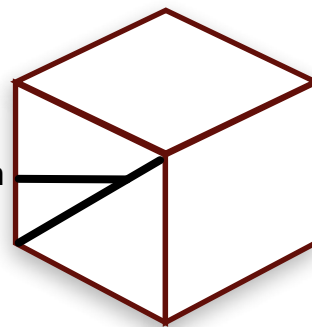
モデリングデータ

CreatePolygon
FromSceneGraph



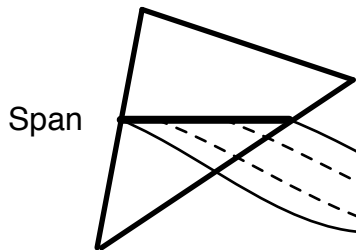
ポリゴン生成

CreateSpan



Span生成

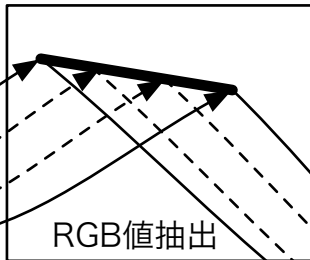
DrawSpan



Span

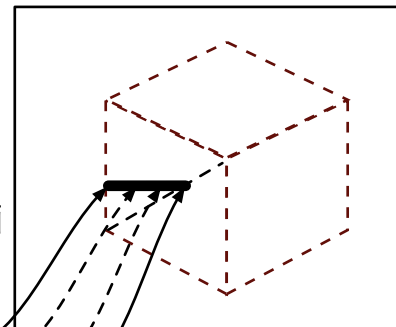
テクスチャと
マッピング

テクスチャ



RGB値抽出

画面(フレームバッファ)



描画