

a) Z-pass

Change of stencil buffer on front face rendering:



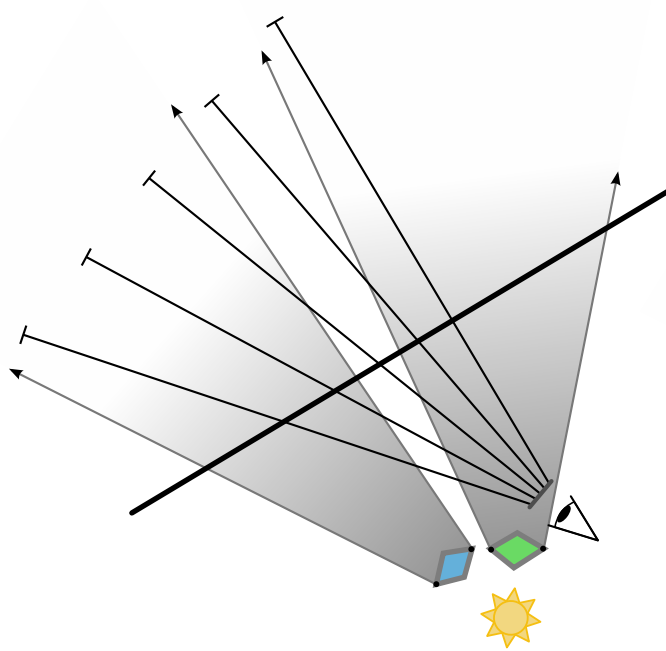
Change of stencil buffer on back face rendering:



Stencil buffer after rendering:



Shadow decision:



b) Z-pass

Change of stencil buffer on front face rendering:



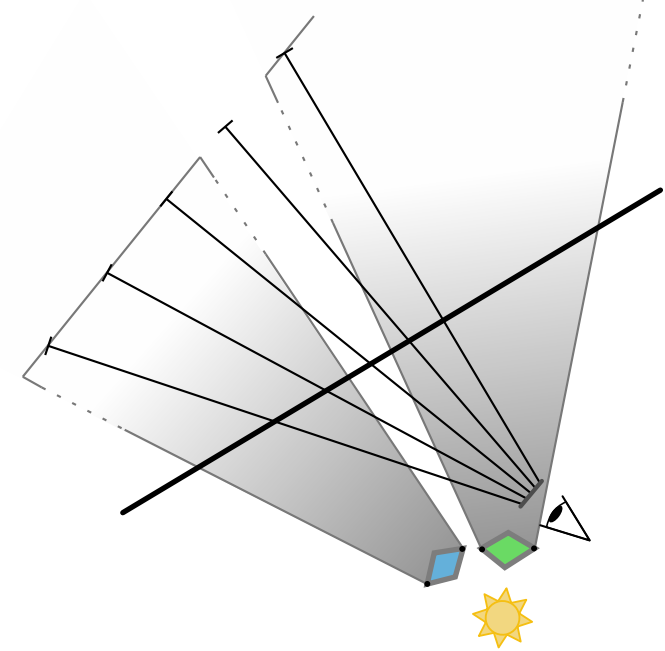
Change of stencil buffer on back face rendering:



Stencil buffer after rendering:



Shadow decision:

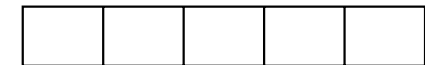


c) Z-fail

Change of stencil buffer on front face rendering:



Change of stencil buffer on back face rendering:



Stencil buffer after rendering:



Shadow decision:

