



Figure II.25: The scan line interpolation method first interpolates along the edges of the triangle, then interpolates along the horizontal rows of pixels in the interior of the triangle. The interpolation directions are shown with arrows. If you look closely, you will note that the rightmost pixel, $\langle i_5, j \rangle$, on the horizontal scan line is not exactly on the line segment forming the right edge of the triangle — this is necessary since its position must be rounded to the nearest pixel.