

2D graphics

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Preface

This is a live document, and is full of gaps, mistakes, typos etc.

Part I

2D graphics

Chapter 1

Fonts

Chapter 2

Markdown

Chapter 3

LaTeX

Chapter 4

Image manipulation

4.1 Introduction

4.1.1 Anti-aliasing

4.1.2 Rotating images

4.1.3 Layers

4.1.4 Scaling images

4.1.5 Mode 7

4.1.6 Other

2d graphics. sprites. palattes

4.2 Picture Processing Unit (PPU)

4.2.1 Introduction

Dedicated hardware. Each clock output pixel.

4.3 Audio Processing Unit (APU)

4.3.1 Introduction

Dedicated hardware.

Part II

Pseudo-3D graphics

Chapter 5

2D ray casting and texture mapping

Chapter 6

Binary Space Partitioning