Fixed Function Pipeline + Tricks

What can "old fashioned" OpenGL do?
- Z-buffered triangles
- Vertex Transformations
- Colors per-vertex (w/ blending)
- Per-Vertex Lighting
- Alpha
- Texture Maps
  → Multi-Texture
- Stencil Buffer

Not programmable - but fast, simple

→ Hack Shadows
  draw groundplane
  draw arbitrary ← PROP
  STAY on GROUND

Light Map
- Global Illumination Pre-Computed

Reflections / Environment Map
- Add fancy texture generator

Can't do w/ Fixed Function?
- Shadow Map