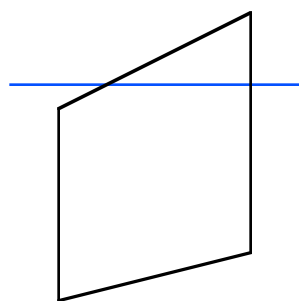


This schematic explains how the whole-row, node-list, fast rendering method is used with the distributor logo:

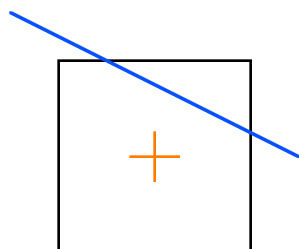


1. Make a horizontal ray (shown here in blue) defined by two points.

7. When all nodes are found, sort the nodelist, then use it to render one row of pixels.

6. ...then forward-perspective it into the screen space. (By now, the node's Y coordinate may not be exactly the same as the blue ray, but that's not important — discard it and keep only the X coordinate for the node list.)

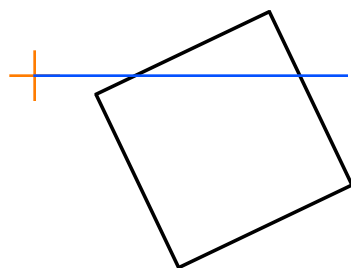
5. ...rotate and translate that node back into the logo-text space...



2. Use the reverse-perspective function to convert the blue ray into the logo-text space. (Origin shown in orange.)



4. One by one, test the components of the logo against the X-axis. Each time a node is found...



3. Translate and rotate so that the ray becomes the X-axis.