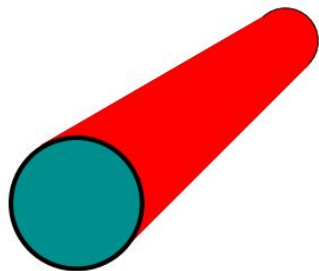


Graphics pipeline

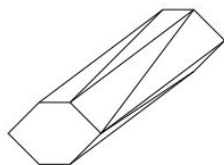
Computer Graphics Jorg Peters



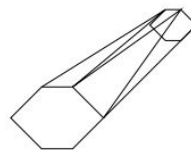
Designer's mental image
 \mathbb{R}^3 , nonlinear shape



Sample
piecewise linear



Apply transformations
world space

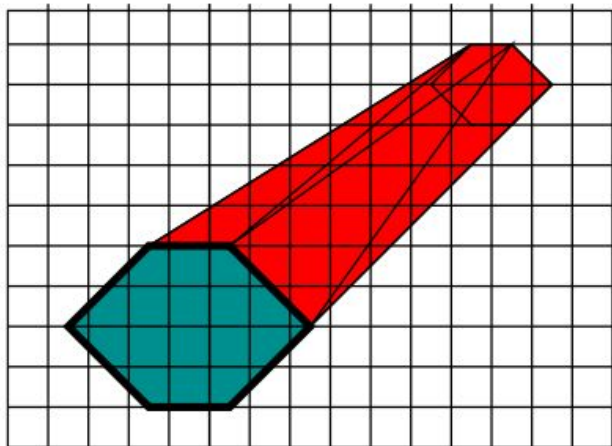


Adjust view
projective space

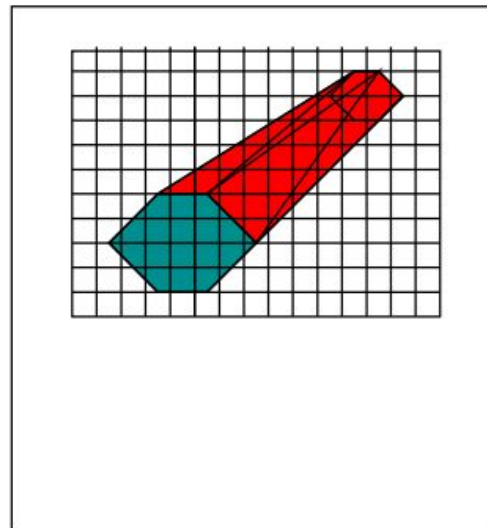
Discretized
Scene in
Float[3]
Coordinates
(**Vertex
Processor**)

Graphics pipeline

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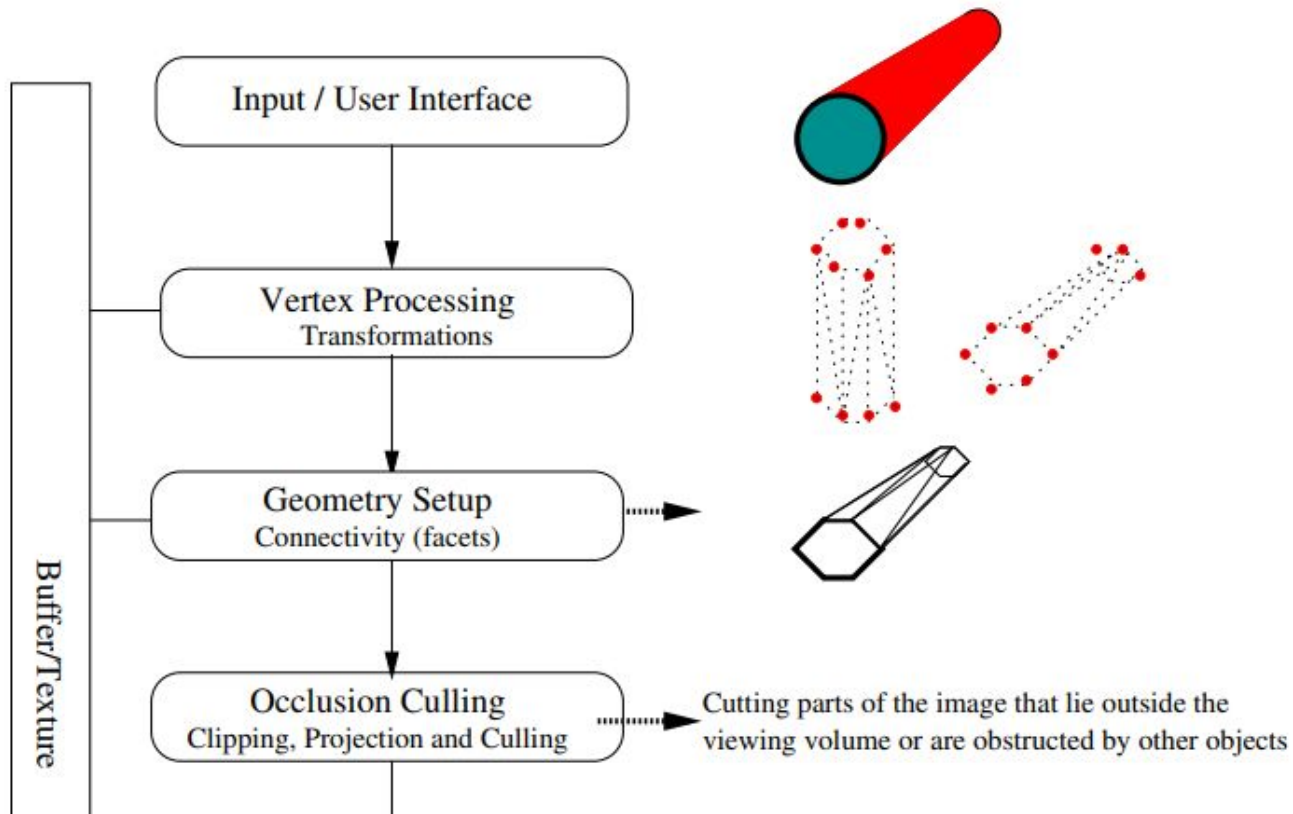
Assign pixels
 \mathbb{N}^2 , rasterized



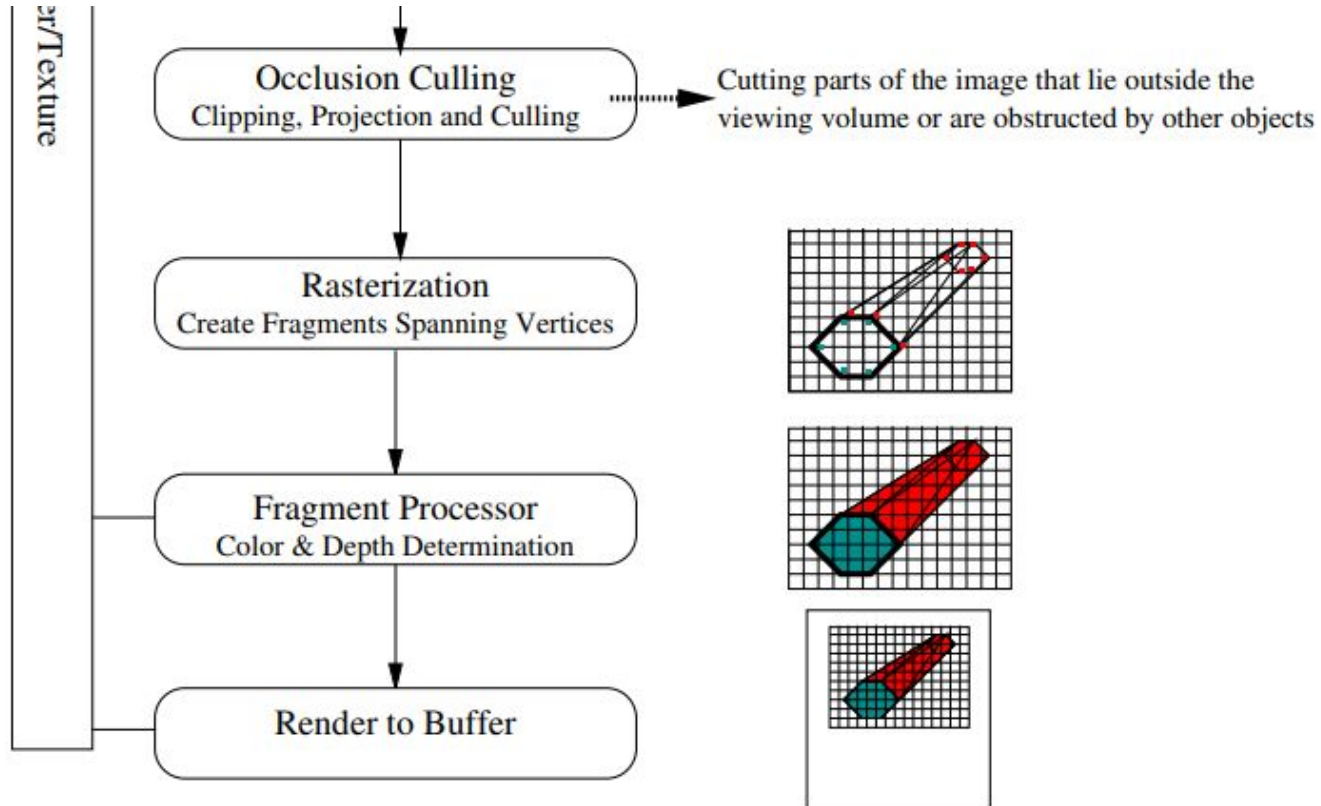
Display pixels on monitor
 \mathbb{N}^2 , window placement

Rasterized
Scene in 2D
Coordinates
(**Fragment
Processor**)

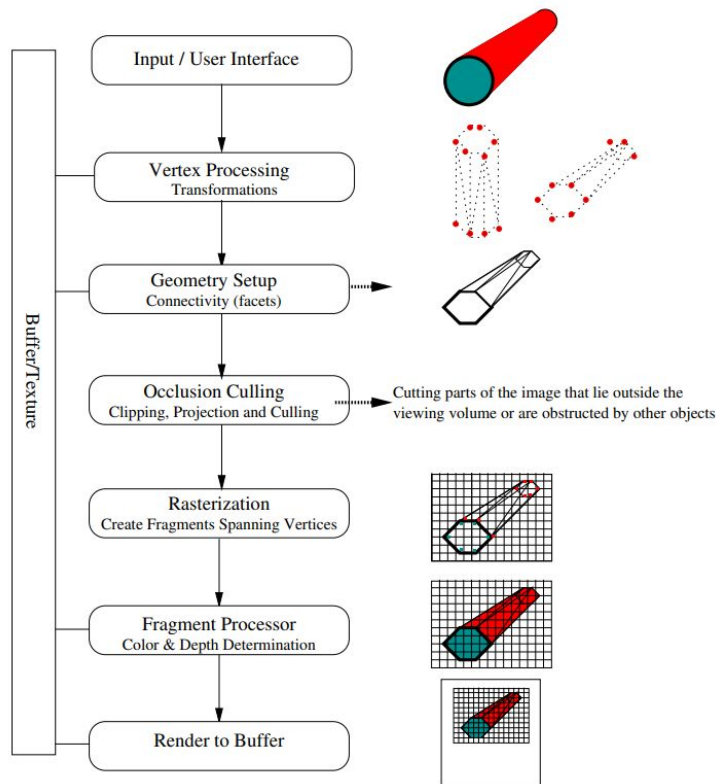
Graphics pipeline



Graphics pipeline



Graphics pipeline



Graphics pipeline

Modern graphics architecture

