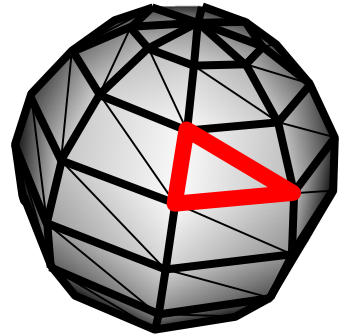


The Vertex Processing Pipeline

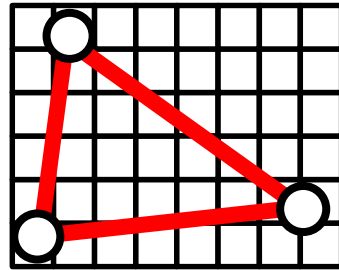
CS418 Computer Graphics

John C. Hart

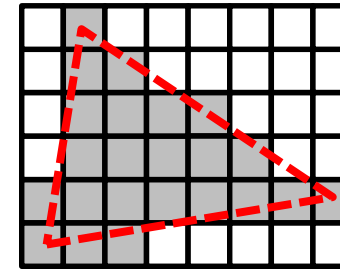
Graphics Processing



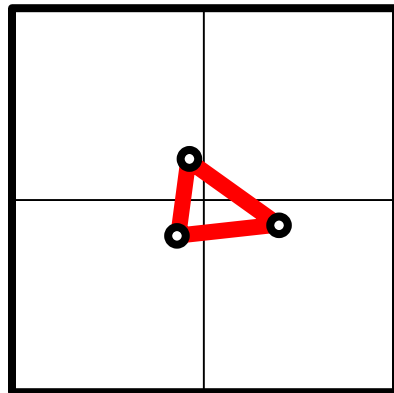
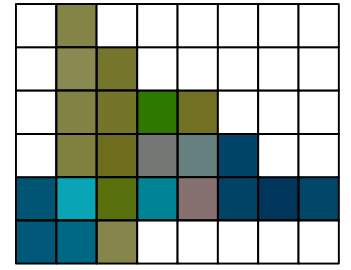
Vertex
Shader



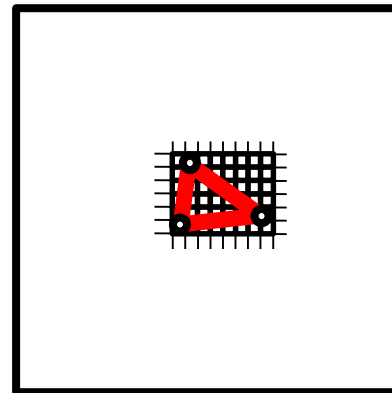
Scan
Converter



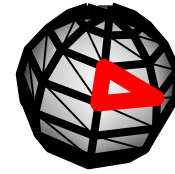
Fragment
Shader



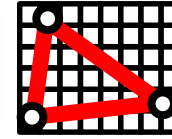
Window
to
Viewport



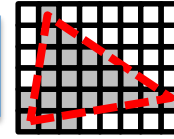
Vertex Pipeline



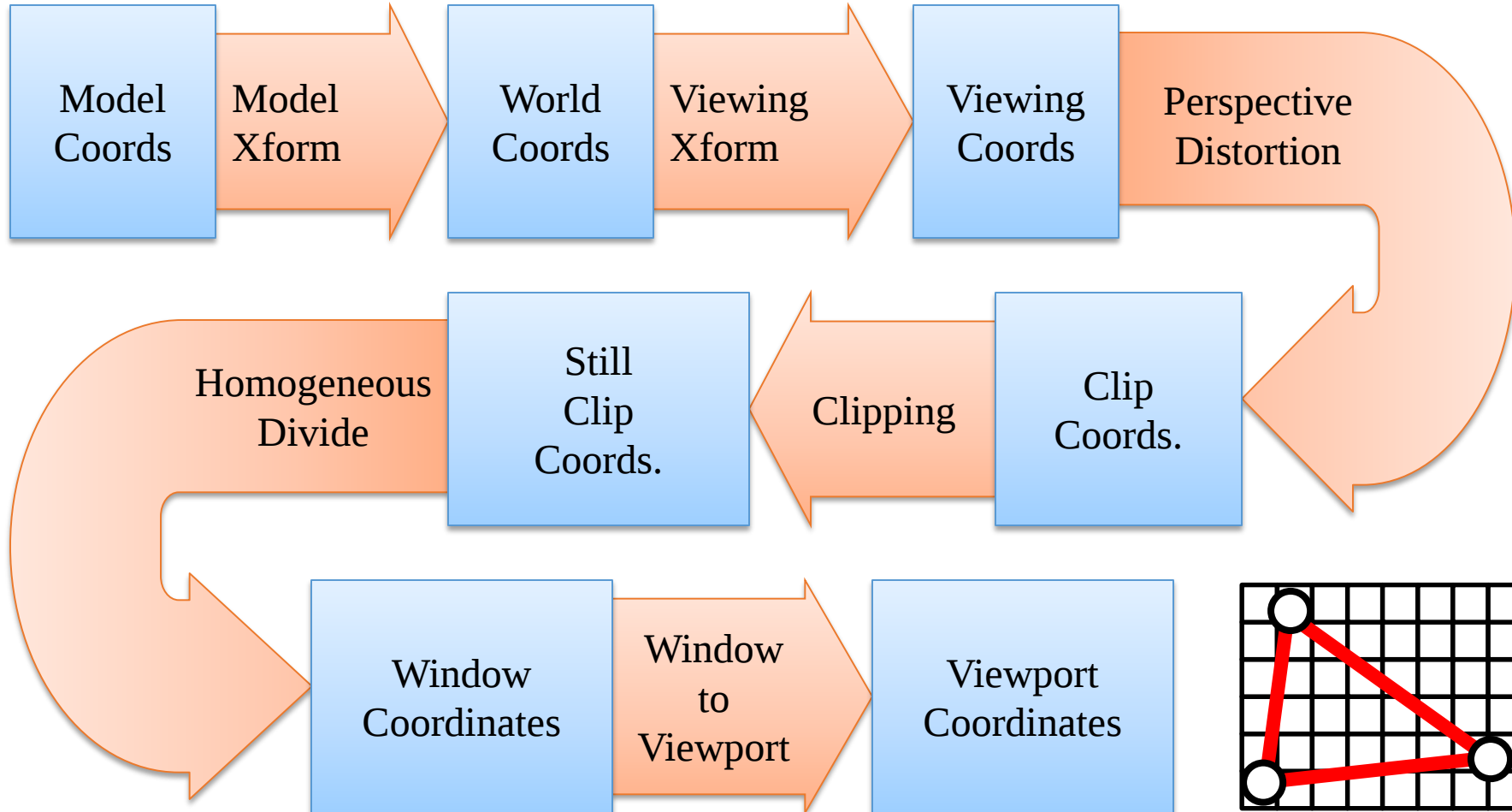
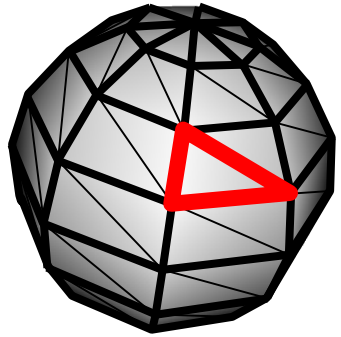
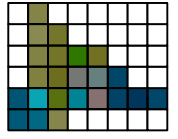
Vertex
Shader



Scan
Converter



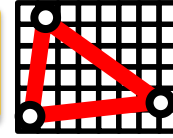
Fragment
Shader



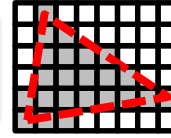
Vertex Pipeline



Vertex
Shader



Scan
Converter



Fragment
Shader

