Computer Graphics

Graphics pipeline

16 September 2016
The graphics pipeline

Vertices → Vertex Processor → Clipping and Primitive Assembly → Rasterizer → Fragment Processor → Pixels
The graphics pipeline

Transform vertices from synthetic “world space” to screen space
The graphics pipeline

Assemble the graphics primitives from the vertices and crop based on what can be seen.
The graphics pipeline

Transform the primitives to fragments ("pixels to be")
The graphics pipeline

Use the fragment information to determine the color of each pixel to be displayed