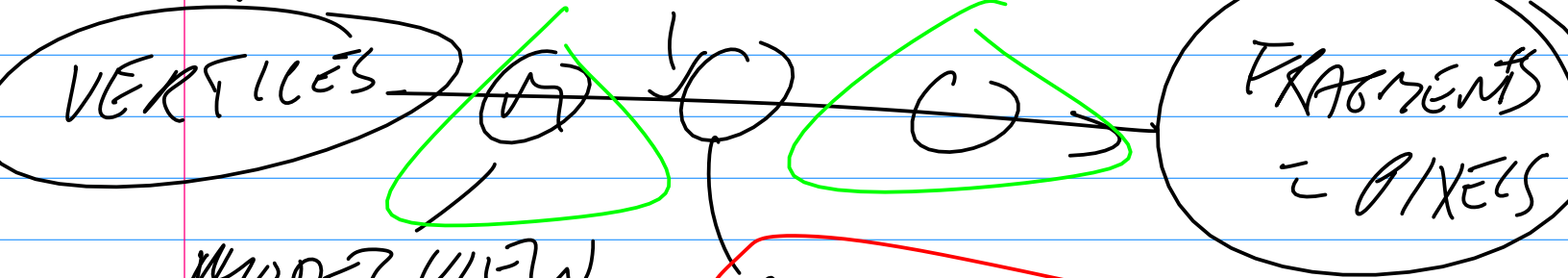


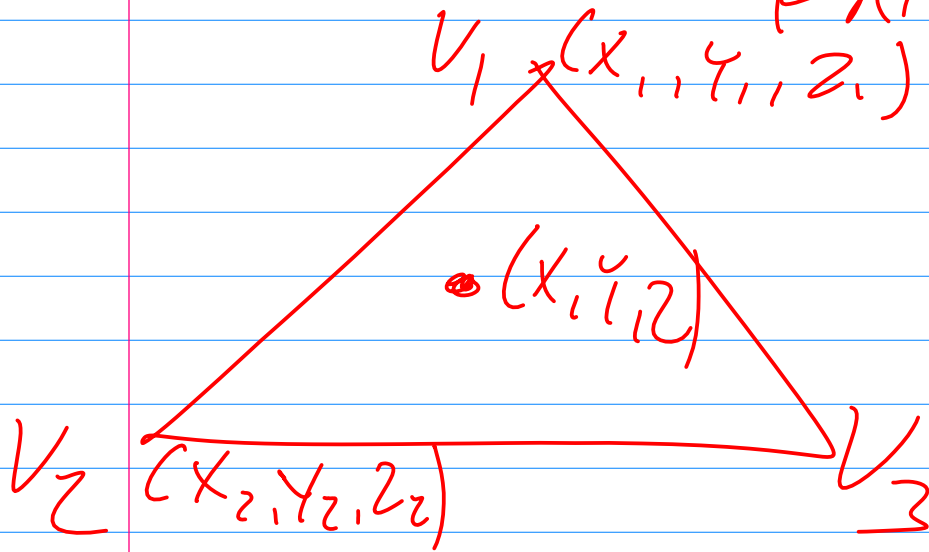
11/21/11

PIPELINES



MODEL VIEW
+ PROJECTION
 4×4
MATRICES

RASTERIZER
CONVERTS
VERTICES TO
FRAGMENTS



VERTEX SHADER + FRAGMENT SH.

- GLSL

red Square.cff

VERTEX SHADER

2

- TRANSFORMS VERTEX COORDS
- ALSO ANY OTHER VARIABLE DEPENDING ON VERTICES
 - NORMALS
 - COLORS
- RASTERIZED (NEXT STEP)
INTERPOLATES THESE ACROSS THE TRIANGLE.