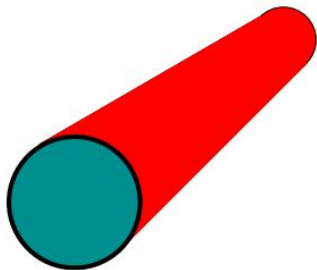


Graphics pipeline

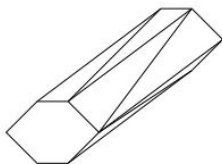
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Designer's mental image
 \mathbb{R}^3 , nonlinear shape

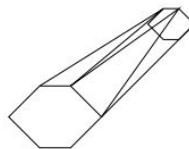


Sample
piecewise linear



MV

Apply transformations
world space



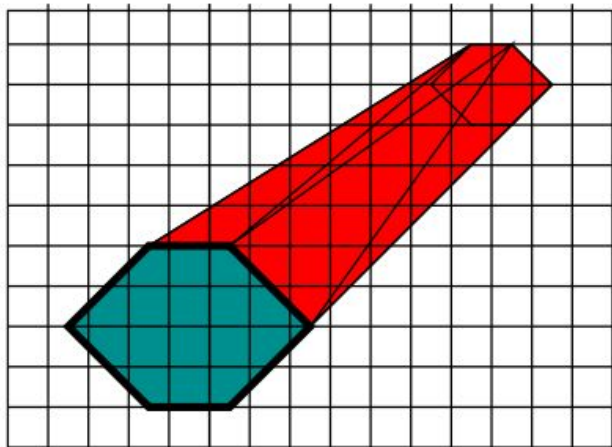
P

Adjust view
projective space

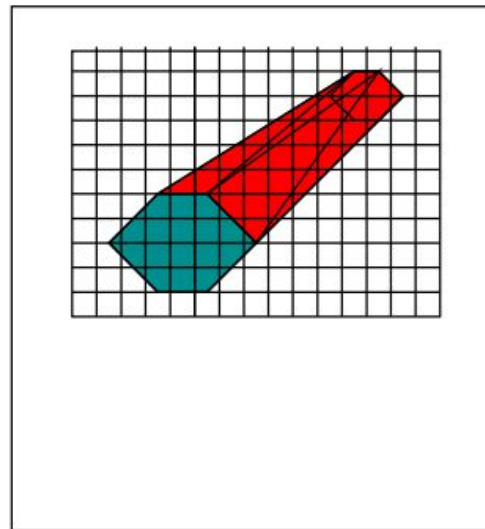
Discretized
Scene in 3D
Float[3]
Coordinates
(**Vertex
Processor**)

Graphics pipeline

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Assign pixels
 \mathbb{N}^2 , rasterized

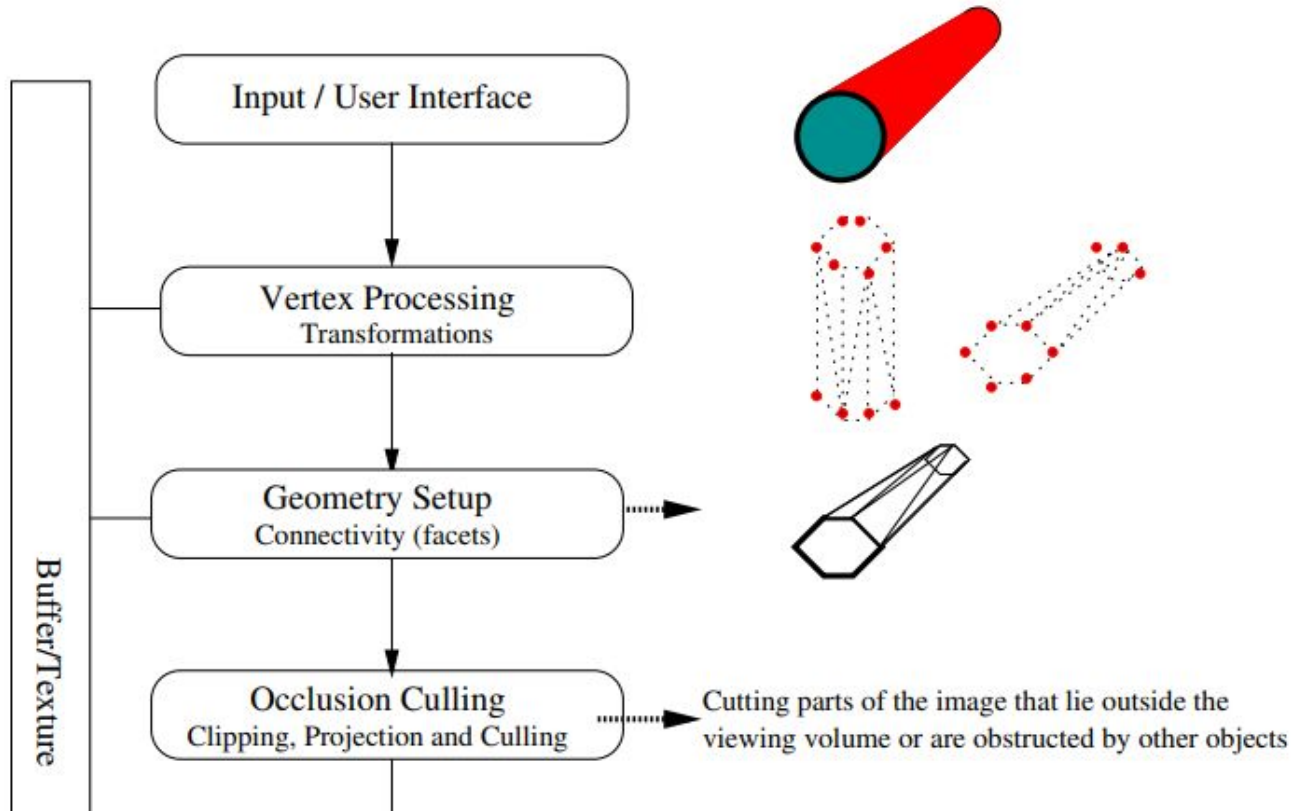


Display pixels on monitor
 \mathbb{N}^2 , window placement

Rasterized
Scene in 2D
 $\text{int}[2]$
Coordinates
**(Fragment
Processor)**

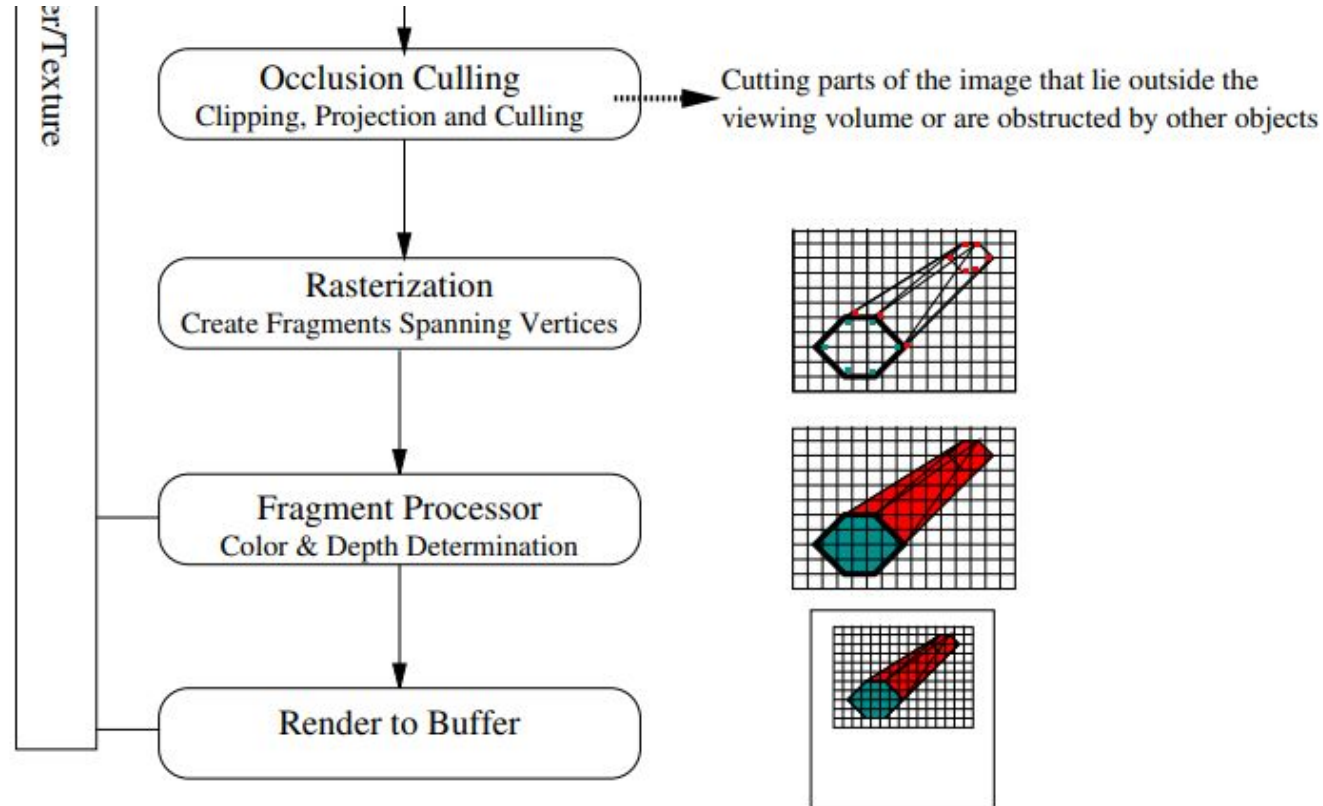
Graphics pipeline

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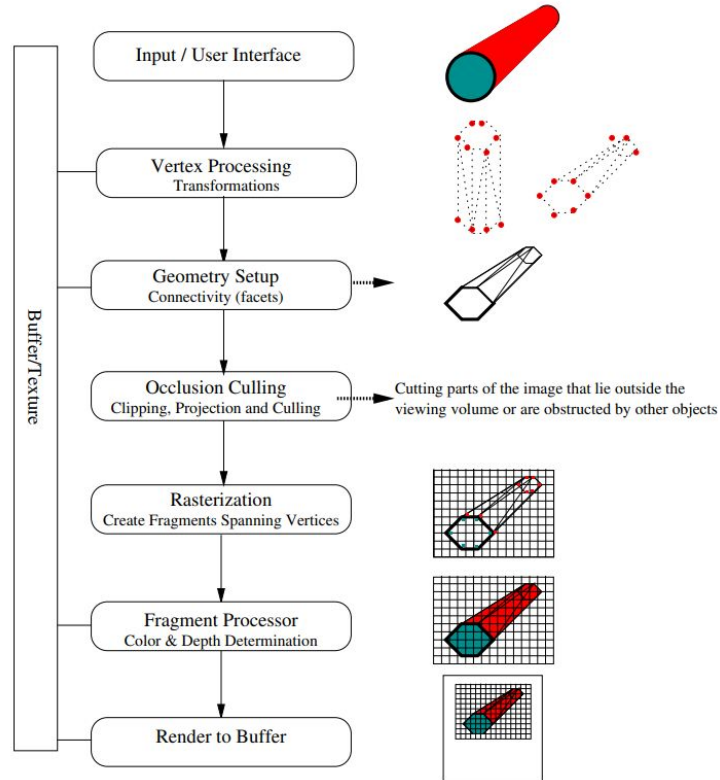
Graphics pipeline

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Graphics pipeline

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Discretization, Graphics pipeline

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