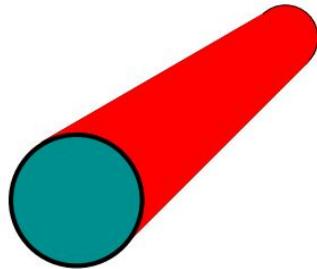


# Graphics pipeline

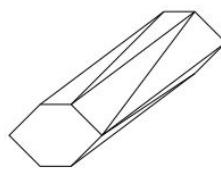
Computer Graphics Jorg Peters



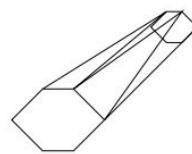
Designer's mental image  
 $\mathbb{R}^3$ , nonlinear shape



Sample  
piecewise linear



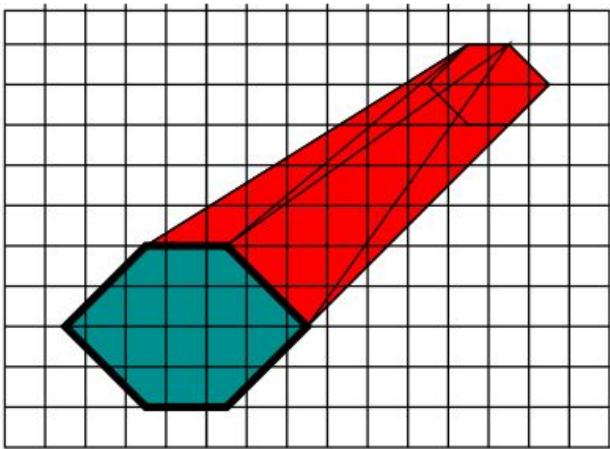
Apply transformations  
world space



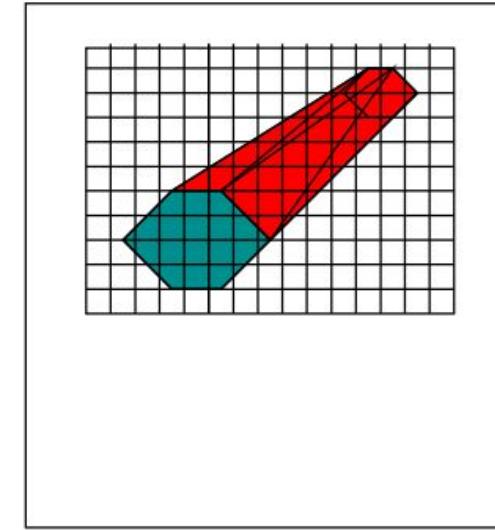
**MV**  
**P**  
Adjust view  
projective space

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

# Graphics pipeline



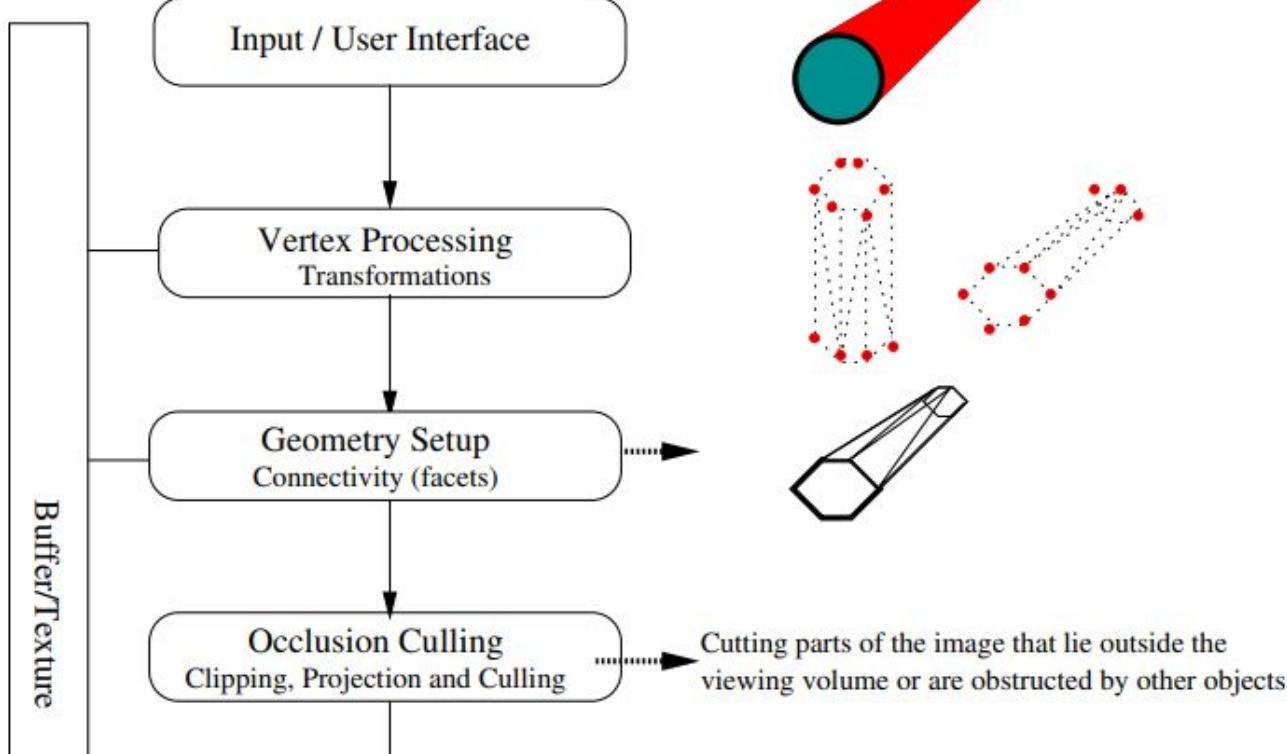
Assign pixels  
 $\mathbb{N}^2$ , rasterized



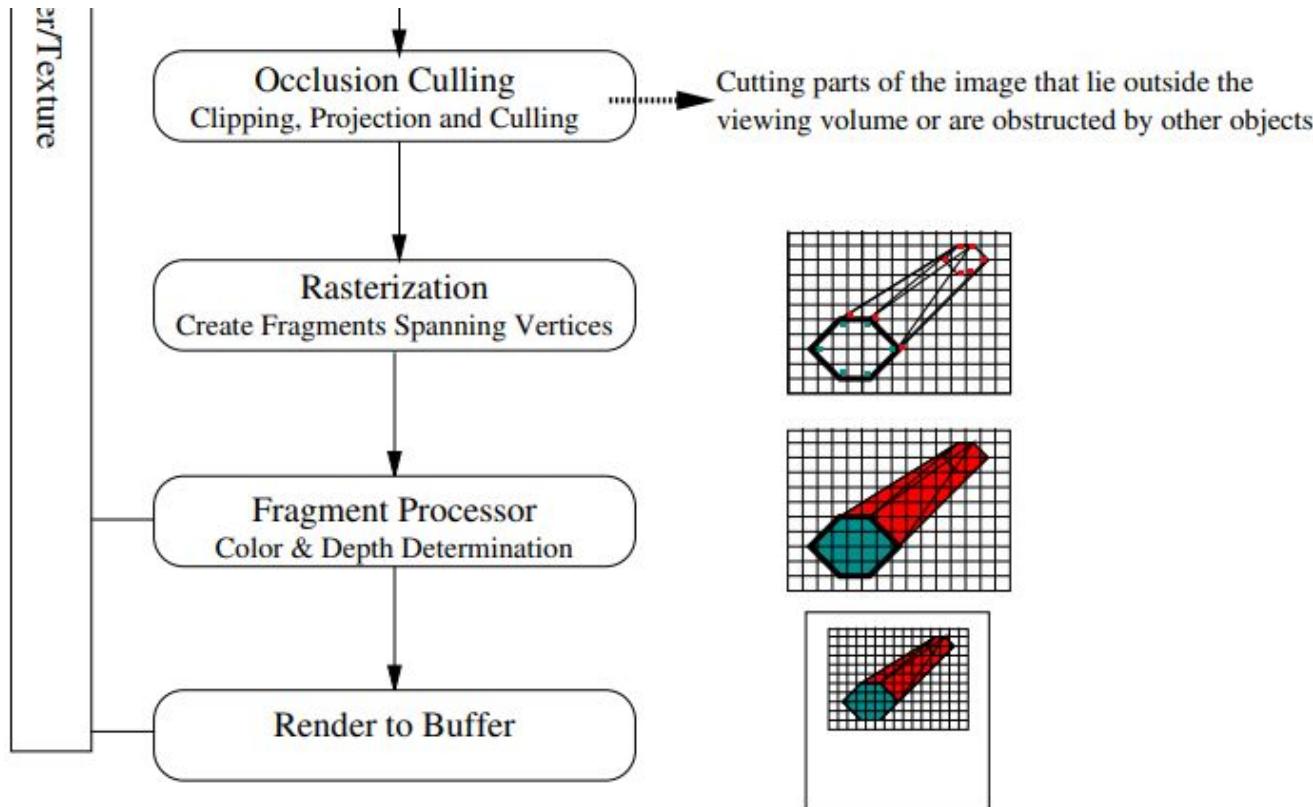
Display pixels on monitor  
 $\mathbb{N}^2$ , window placement

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

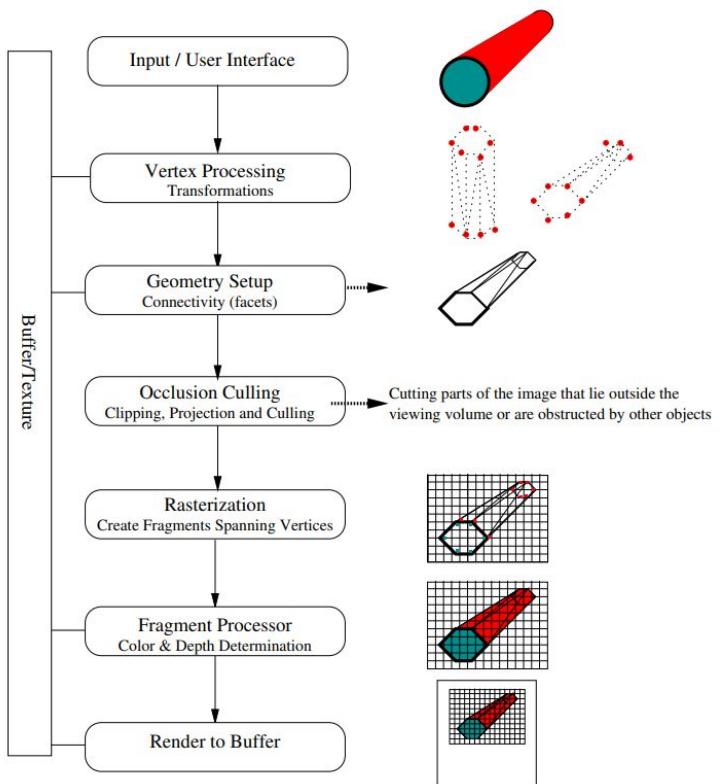
# Graphics pipeline



# Graphics pipeline



# Graphics pipeline



# Discretization, Graphics pipeline

