

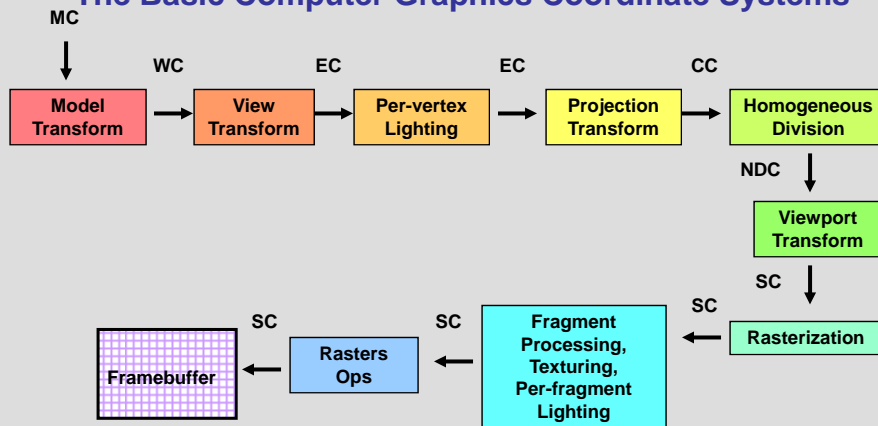
# Graphics Coordinates and Pipeline

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## The Basic Computer Graphics Coordinate Systems



MC = Model Coordinates  
WC = World Coordinates  
EC = Eye Coordinates  
CC = Clip Coordinates  
NDC = Normalized Device Coordinates  
SC = Screen Coordinates



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