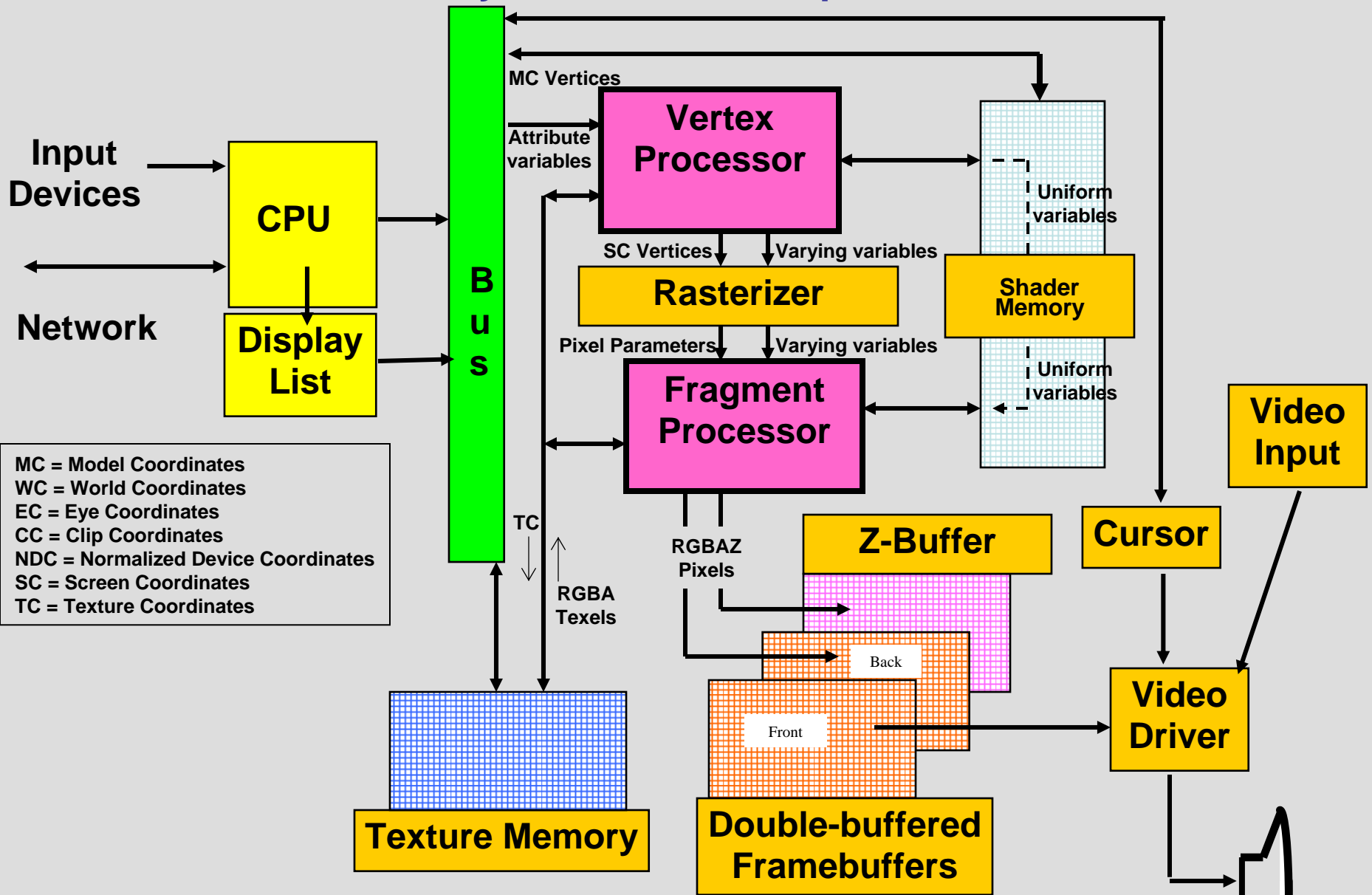
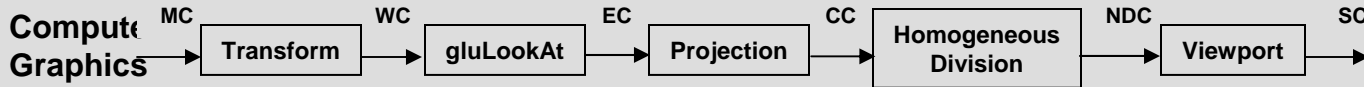


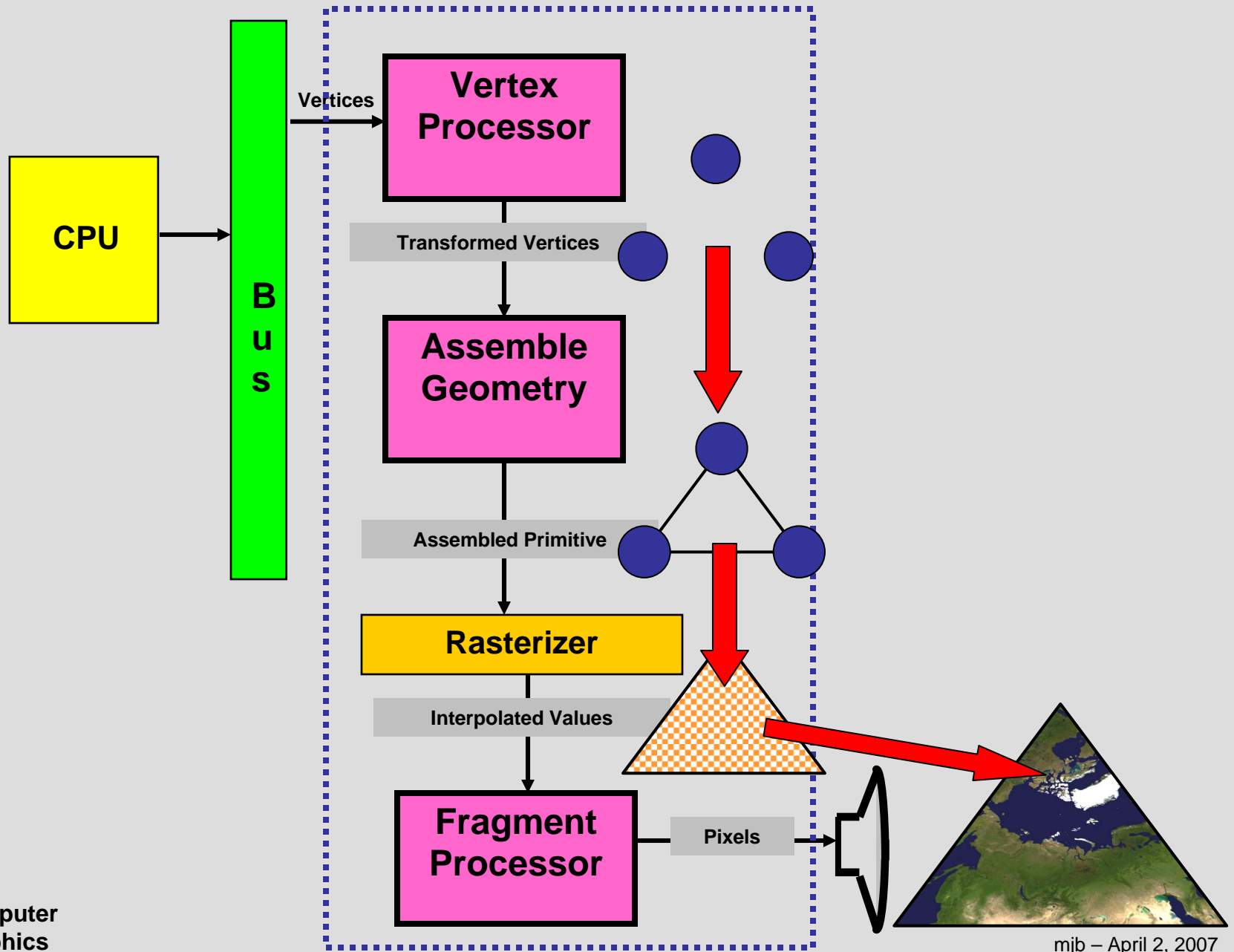
A Hardware-eye View of the Graphics Process



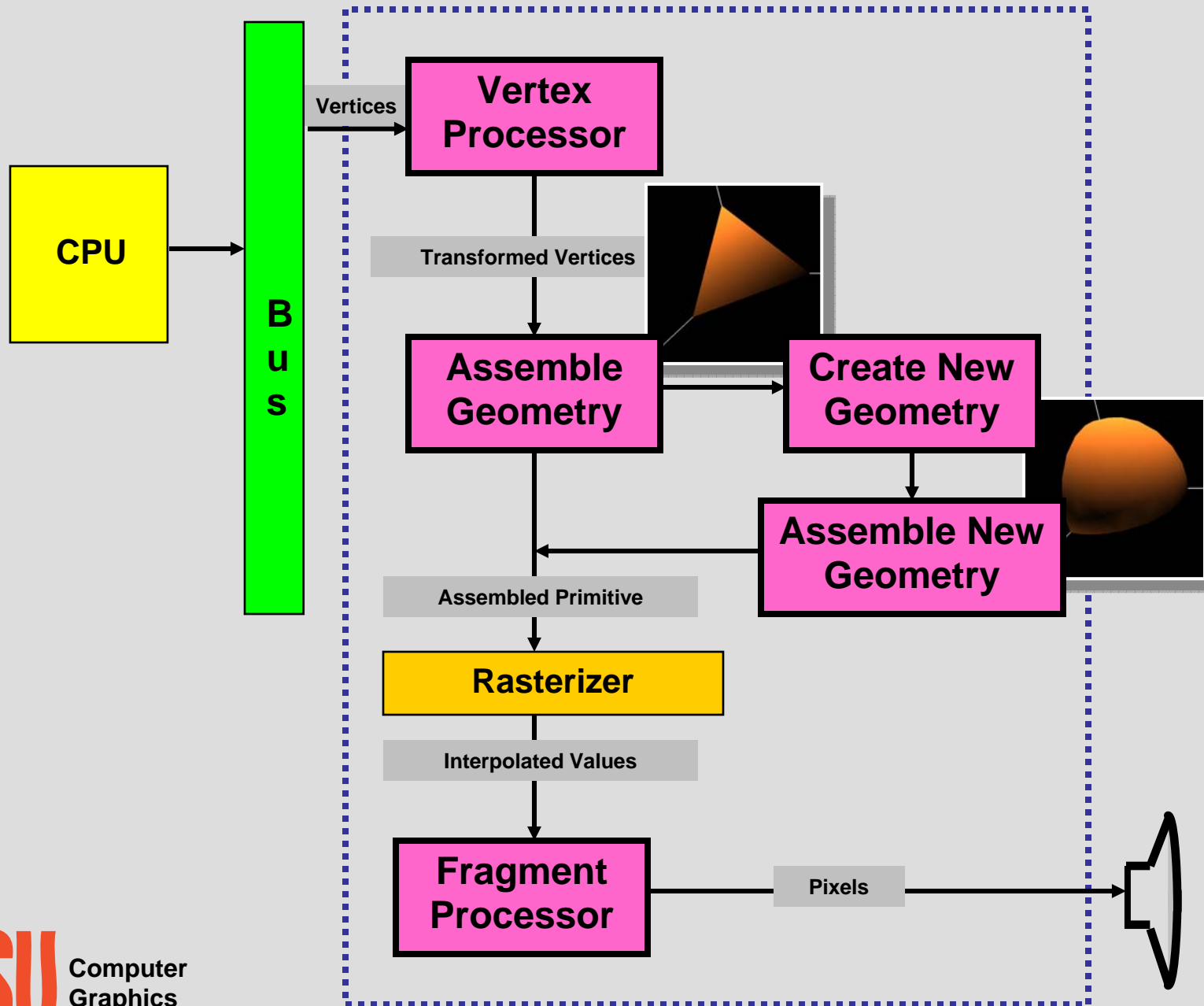
MC = Model Coordinates
 WC = World Coordinates
 EC = Eye Coordinates
 CC = Clip Coordinates
 NDC = Normalized Device Coordinates
 SC = Screen Coordinates
 TC = Texture Coordinates



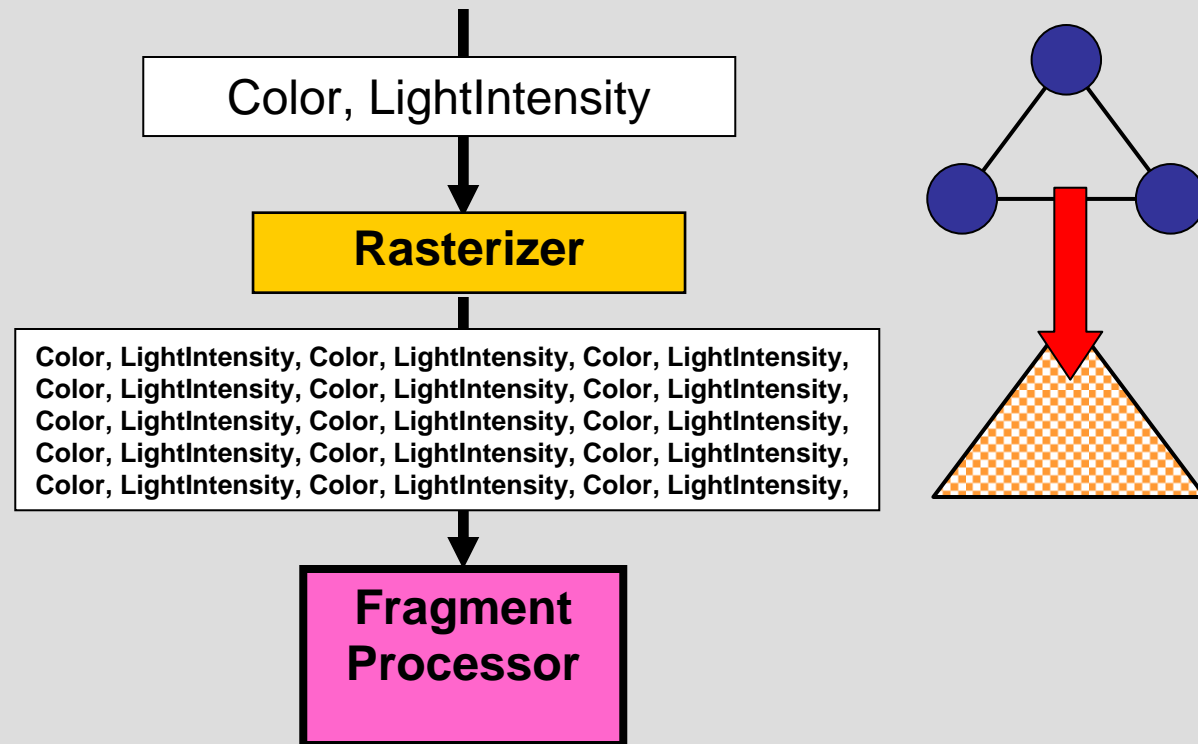
A Shader-eye View of the Graphics Process



A Shader-eye View of the Graphics Process, with Geometry Shaders



Varying Variables are Interpolated by the Rasterizer



In Hardware, it's Really Parallel-Processed

