

Graphics Coordinates and the Pipeline



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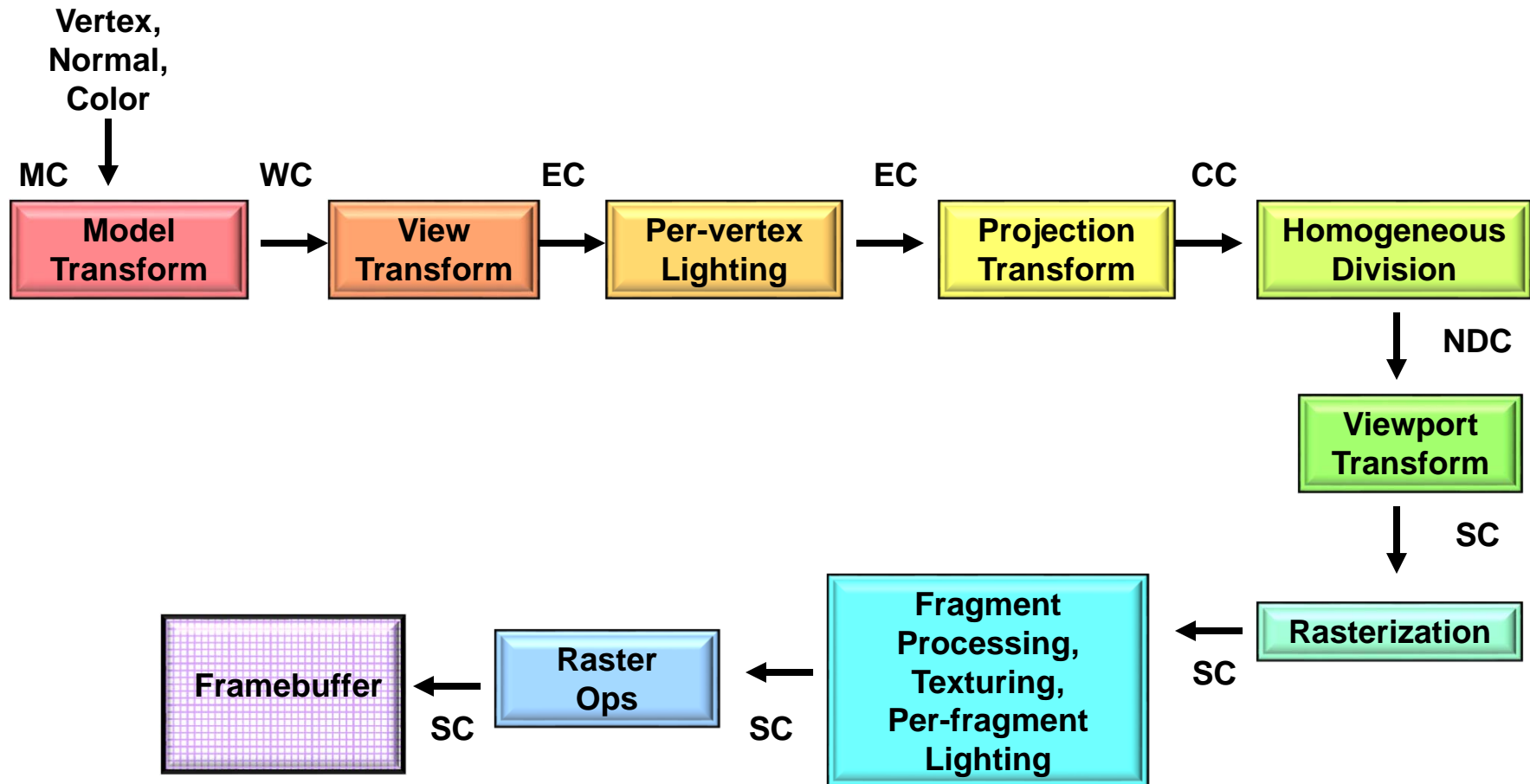
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Computer Graphics

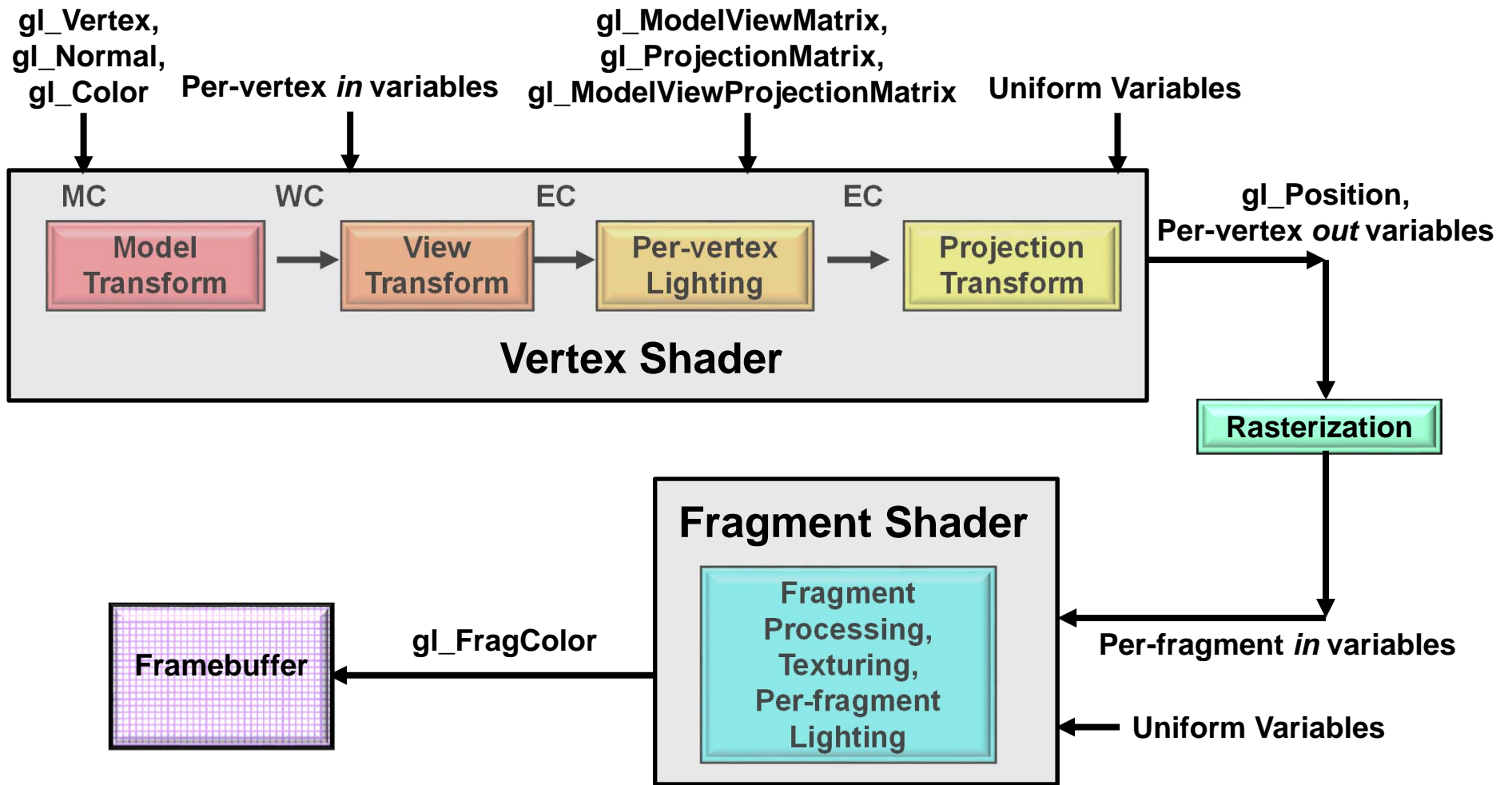
The Basic Computer Graphics Pipeline

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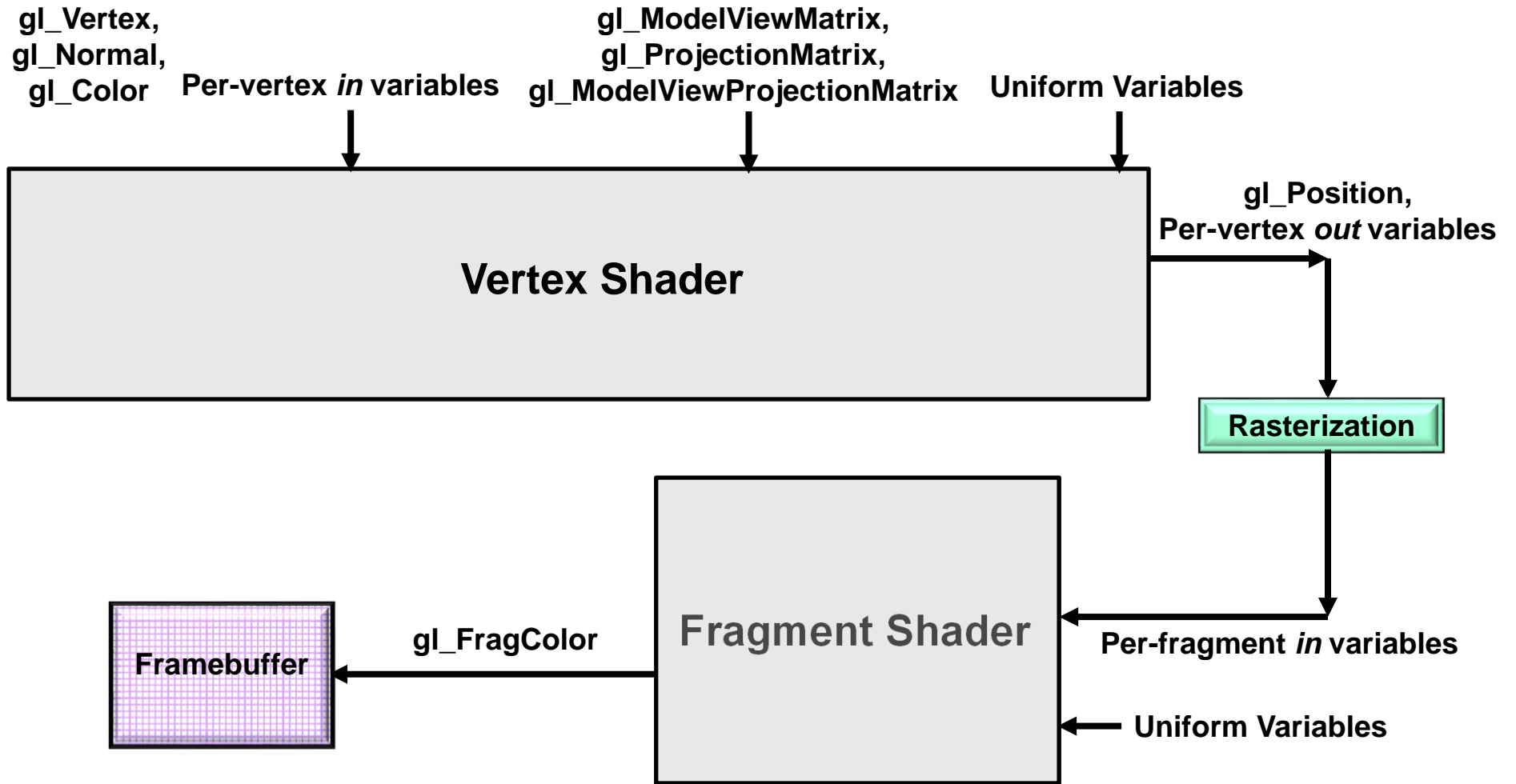
MC = Model Coordinates
WC = World Coordinates
EC = Eye Coordinates
CC = Clip Coordinates
NDC = Normalized Device Coordinates
SC = Screen Coordinates

The Basic Computer Graphics Pipeline, Shader-style



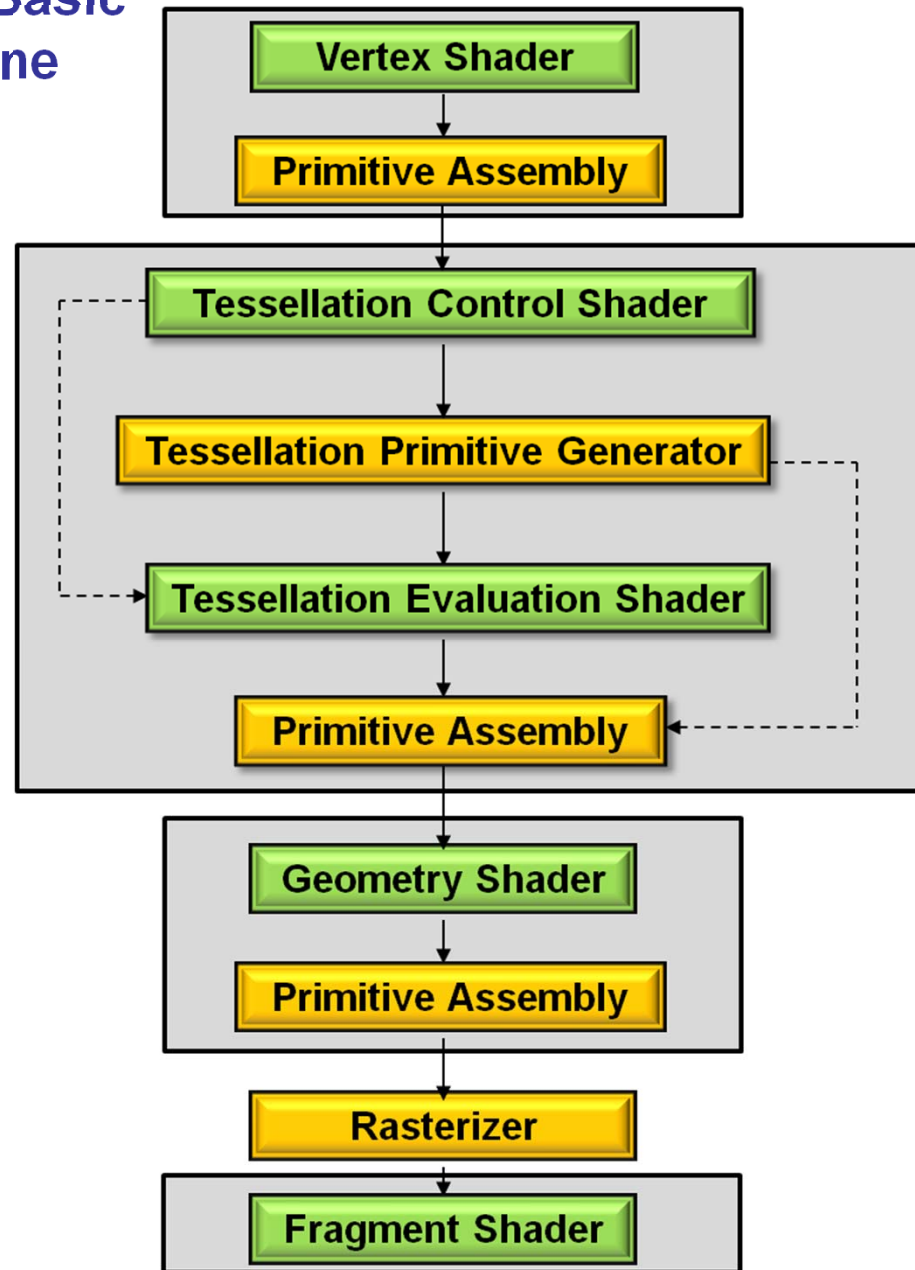
MC = Model Vertex Coordinates
WC = World Vertex Coordinates
EC = Eye Vertex Coordinates

The Basic Computer Graphics Pipeline, Shader-style



The Shaders' View of the Basic Computer Graphics Pipeline

- In general, you want to have a vertex and fragment shader as a minimum.
- A missing stage is OK. The output from one stage becomes the input of the next stage that is there.
- The last stage before the fragment shader feeds its output variables into the **rasterizer**. The interpolated values then go to the fragment shaders



 = Fixed Function

 = Programmable

