Graphics Coordinates and Pipeline

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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 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**

### Vertices Shader
- **Vertex Assembly**
- **Tessellation Control Shader**
  - **Tessellation Primitive Generator**
  - **Tessellation Evaluation Shader**
- **Geometry Shader**
  - **Vertex Assembly**
- **Fragment Shader**