The Graphics Process and the Graphics Pipeline

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The Graphics Process

3D Geometric Models

Lighting Information

Surface Information

3D Animation Definition

Texture Information

Image Storage and Display

The Graphics Process: Geometric Modeling

3D Scanning

Interactive Geometric Modeling

Model Libraries

Displacement Mapping

Material Properties

3D Geometric Models

The Graphics Process: 3D Animation

Motion Design

Motion Computation (physics)

Motion Capture

Dynamic Deformations

3D Animation Definition

The Graphics Process: Texturing

Scanned Image Textures

Procedural (computed) Textures

Painted Textures

Texture Information

The Graphics Process: Surface Information

Alpha-Blended Transparency

Refractive Transparency

Reflectivity

Subsurface Scattering

Surface Information

Rendering