Graphics Coordinates and the Pipeline

The Basic Computer Graphics Pipeline

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

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