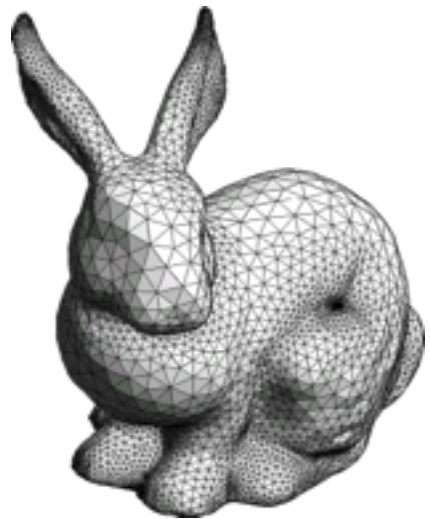
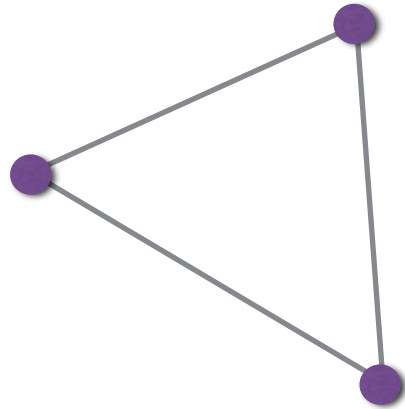


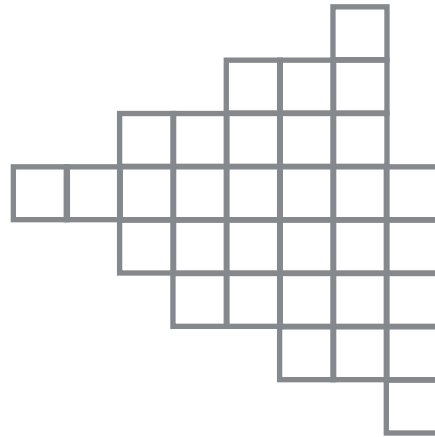
**3D mesh
data**



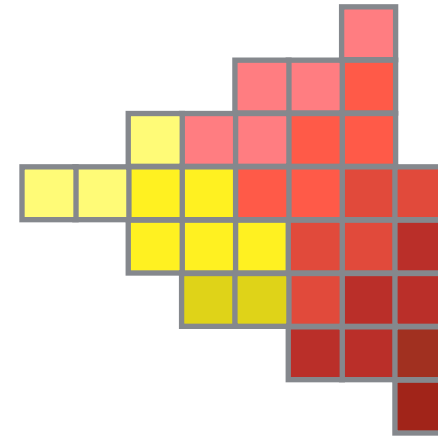
**Triangles in
screen
space**



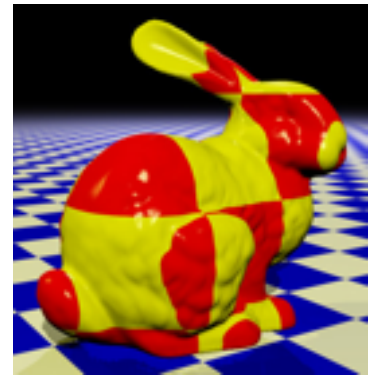
Fragments



**Coloured
fragments**



**Output
image**



**Vertex
processing**



Rasterisation



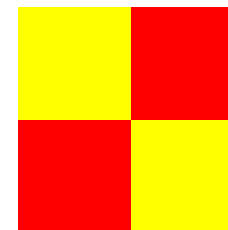
**Fragment
processing**



Blending



Texture filtering



Texture data