**IGB381 Theory Questions (Week 2)**

The following questions are to be completed in your own time each week and act as work that will help you with your assignments and provide sample questions for the final exam. The questions may require you to do some research. The answers will be revealed the week after.

1. What do we mean by a Unified Shader Model on a GPU?
2. Assuming a typical hardware configuration (not UMA), what is that slowest link in the graphics pipeline? What does this mean for you as a GPU programmer?
3. What do I mean when I say that a GPU is a stream processor?
4. At what stage in the DirectX pipeline is the vertex shader enacted? Describe the data to which it is applied.
5. At what stage in the pipeline is the pixel shader enacted? Describe the data to which it is applied.
6. What happens in a geometry shader?
7. Within the context of Unity's Shaderlab extensions, what do the terms Properties, #pragma and CGPROGRAM mean?
8. Why do the vertex shaders pass their output variables to the pixel shader?