Per-sample operations review

1. After the fragment shader
2. After the fragment shader (bonus: it can also happen **before** the fragment shader as an optimization to eliminate runs of the fragment shader for fragments that will be occluded)
3. After the fragment shader
4. Specify portions of the screen **at the pixel level** that should or should not be rendered to.
5. Only pass the stencil test (draw output) when the corresponding location in the stencil buffer is less than or equal to 1.
6. When the stencil test fails, increment the value in the stencil buffer; when the stencil test passes but the depth test fails, keep the value; when both the stencil test and depth test pass, keep the value.
7. Antialiasing technique: store multiple samples per pixel. After the fragment shader has finished, average together the samples at each location for a single blended color.
8. Tell the operating system to provide a frame buffer with an extra dimension of 4 samples per pixel.