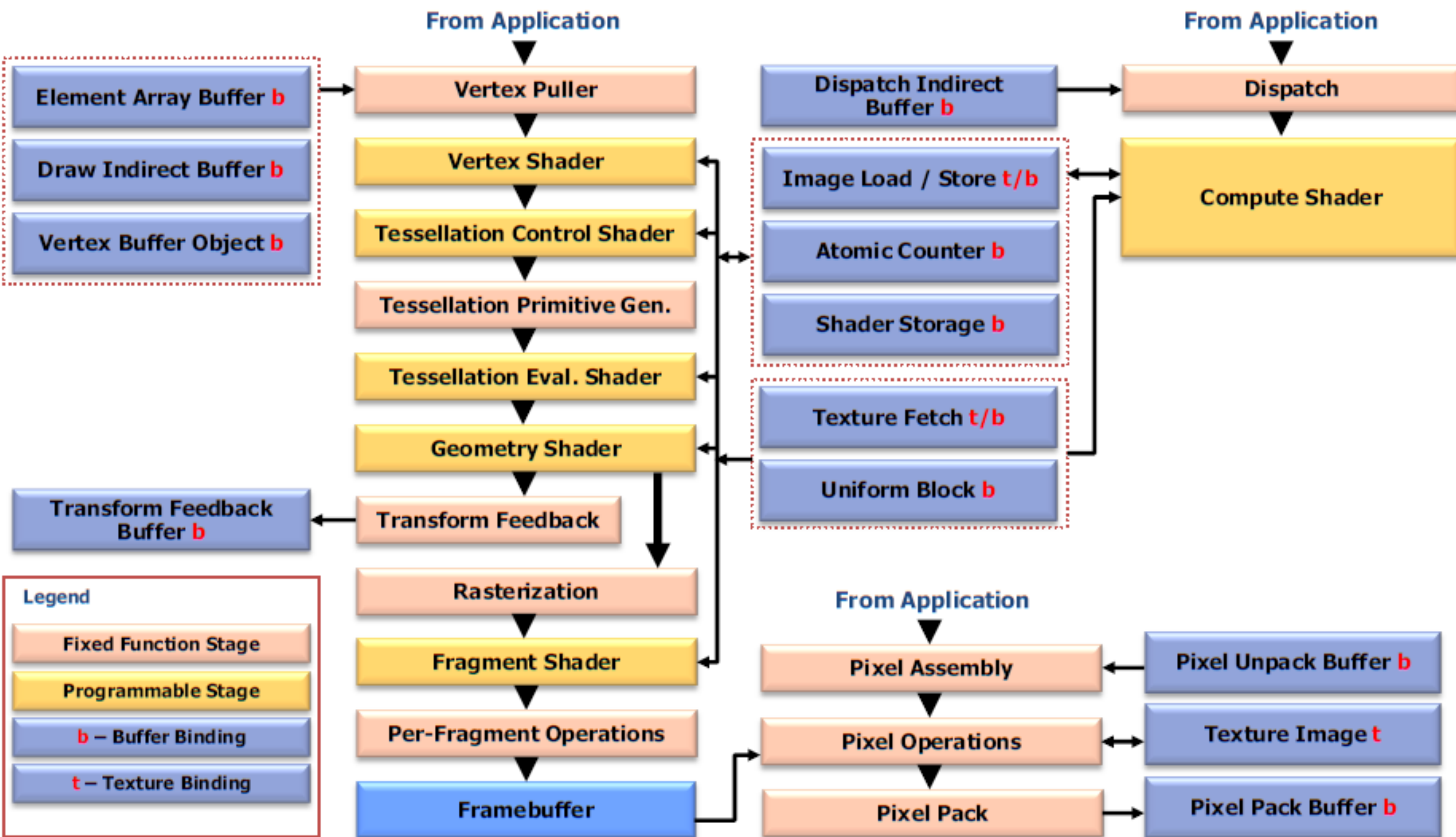
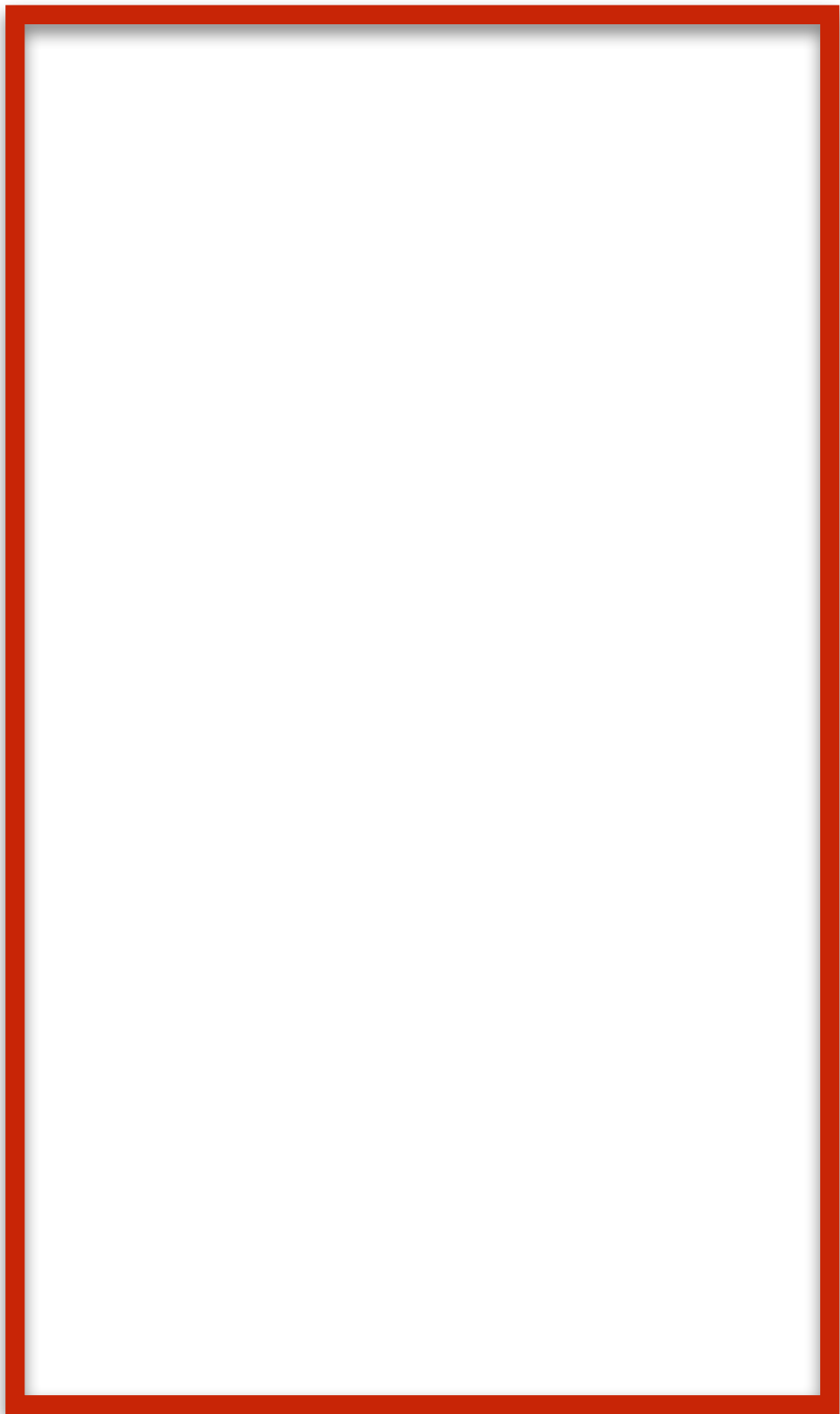


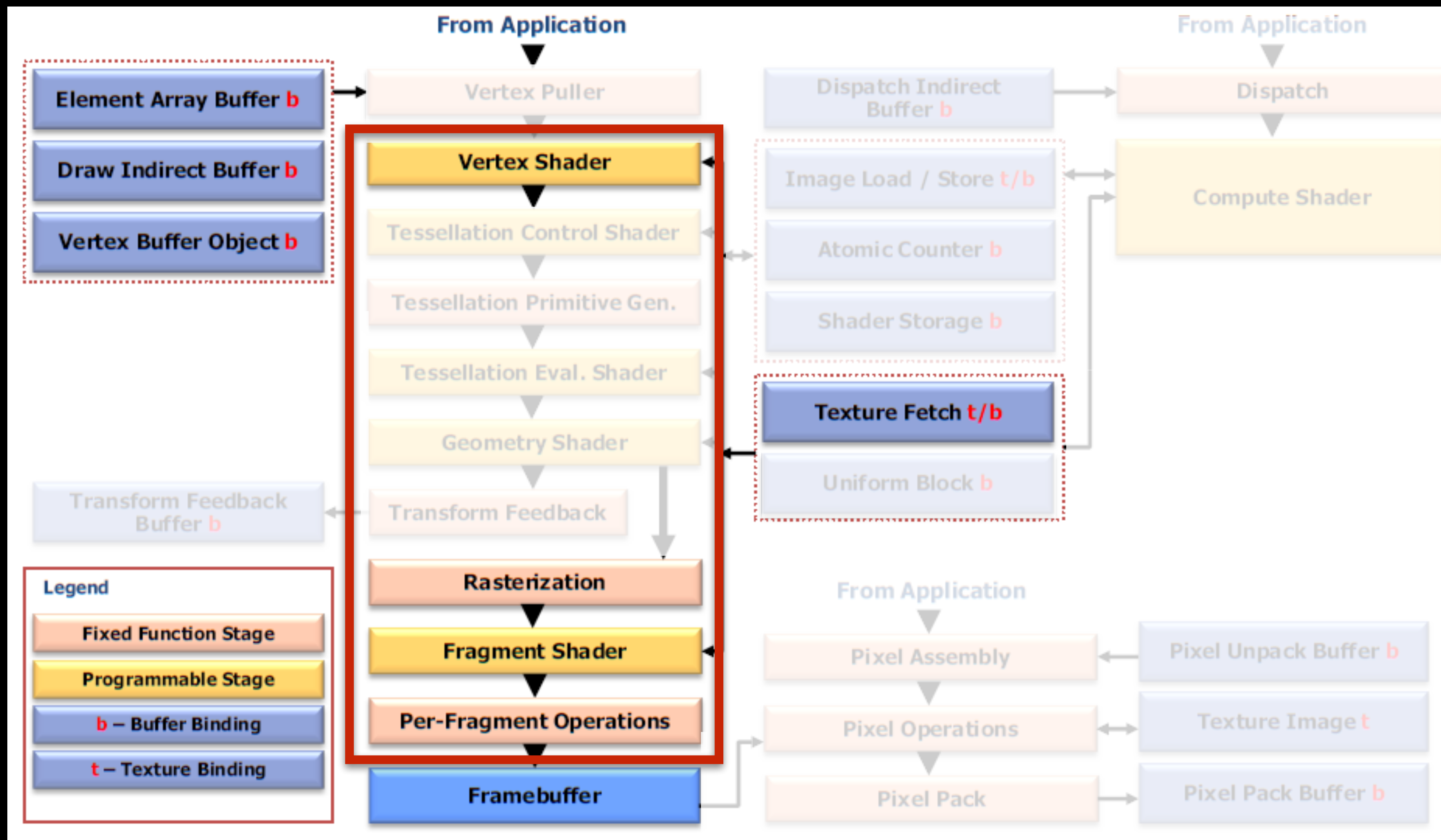


NYU





GPU PIPELINE



GPU PIPELINE - VERTEX SHADER

- Input: 1 Vertex
 - Single, individual vertex
 - Ordering of vertices into the shader is ****not**** defined. Regardless of how they are specified, vertices can arrive at **any** order!
- Output: 1 Vertex (cannot discard vertices here)
- Vertex Shader is executed exactly once **for each** vertex
- Vertices can have user-defined attributes (position, color, texture coordinates, ...) that are stored in *Vertex Buffer Objects*
- Sample usage:
 - Applying a transformation matrix (scaling, rotation, translation, shearing, ...)