GPU Pipeline - Fragment Shader

- Input: 1 Fragment
- Output: 0 or 1 Fragment

- Fragment shader is executed exactly one **for each** fragment regardless whether it will end up on the screen or not*
- Fragments have a screen position and depth information + other predefined attributes + user-defined attributes
- Fragments can be `discard`ed
- Sample usage:
  - Per-pixel lighting
  - Volume rendering
  - Texturing
  - ...

GPU Pipeline - Per-Fragment Operations

- Fixed pipeline
- Can discard or merge fragments
- Assembling multiple fragments (*MSAA*, Multi-sampling antialiasing)
- Depth Buffer Test
  - Result depending on `GL_DEPTH_TEST` and glDepthFunc
- Blending
  - Result depending on `GL_BLEND` and glBlendFunc
- ...