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, ...)

GPU Pipeline - Rasterization

- Input: Primitive
- Output: List of fragments
    - Fragment (simplified): Candidate pixel with depth information. Pixels in the final image will get their color from any number of fragments.

- Performs, among others, barycentric interpolation of values over vertices
- Fixed function
    - -> No shader program is available (yet?). The only interaction is possible through state changes (for example: `glLineStipple`, `glLineWidth`, `glPointSize`)