

# 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`)

# 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 **discarded**
- Sample usage:
  - Per-pixel lighting
  - Volume rendering
  - Texturing
  - ...