

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`
- ...

GPU PIPELINE - OTHER SHADERS

- Tessellation Control Shader
 - Determines the level of tessellation for a particular patch (group of vertices)
 - Filter vertices
- Tessellation Evaluation Shader
 - Generates a single new vertex for a patch per execution
- Geometry Shader
 - Takes a single primitive (e.g. triangle) and outputs zero or more primitives of the same or different types
- Compute Shader
 - Performs abstract, non graphics-related programs