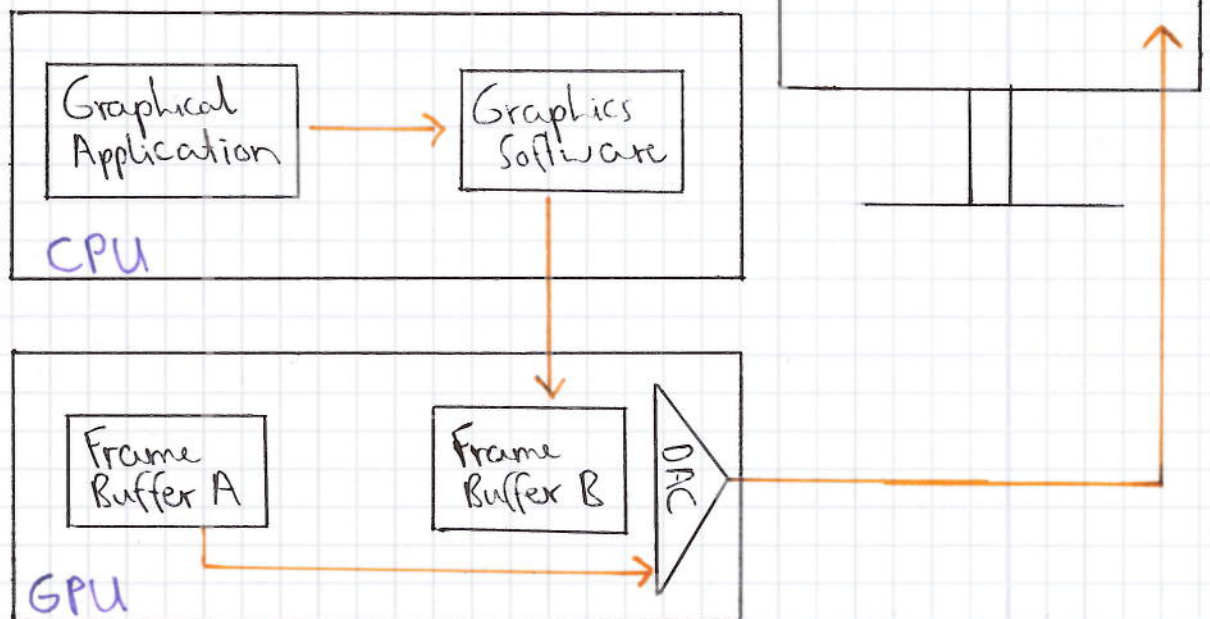


# Basic Graphics System Architecture with Double Buffering



## Convex vs concave polygons

- A polygon is convex if it is impossible to find 2 points inside the polygon such that the line between them goes outside the polygon.
- OpenGL needs convex polygons.
- Can split a concave polygon into several convex polygons, this is called tessellation.

## 3D Viewing Pipeline

