

Vertex
Shading

```
graph LR; A[Vertex Shading] --> B[Projection]; B --> C[Clipping]; C --> D[Screen Mapping];
```

The diagram illustrates a four-stage graphics pipeline. It begins with 'Vertex Shading' in a light green box, followed by 'Projection' in a teal box, then 'Clipping' in a green box, and finally 'Screen Mapping' in a teal box. Each stage is connected to the next by a grey arrow pointing to the right.

Projection

Clipping

Screen
Mapping