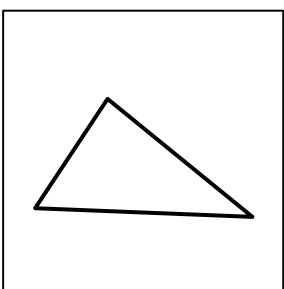
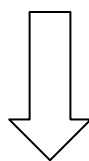
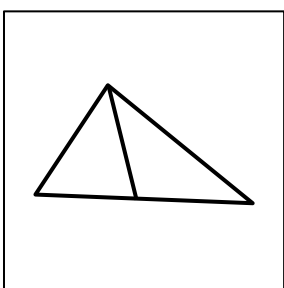
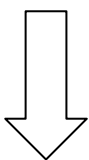


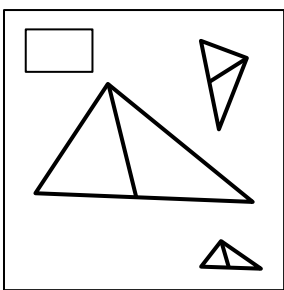
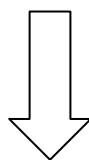
Especificación
de vértices



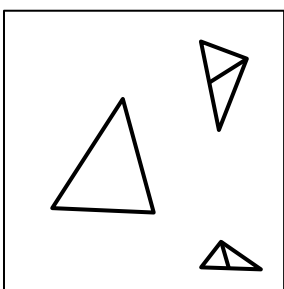
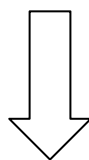
Shader de
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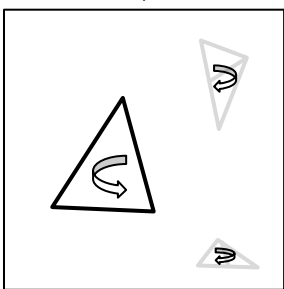
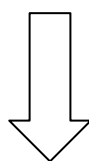
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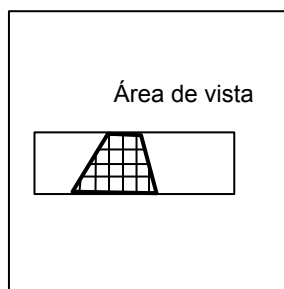
Shader de
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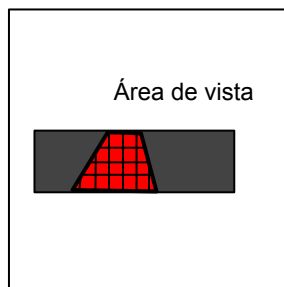
Recortado



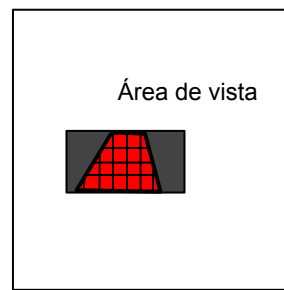
Descarte



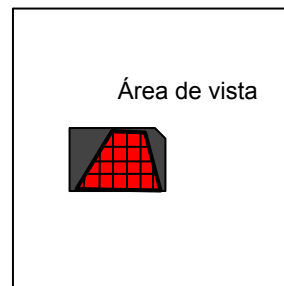
Rasterización



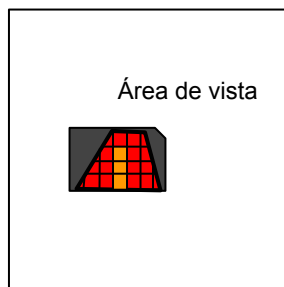
Shader de
fragmentos



Scissor test



Stencil test



Depth test