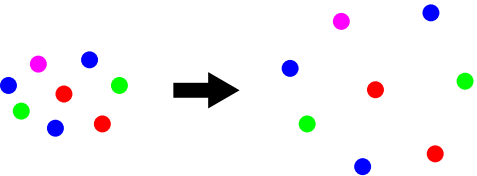
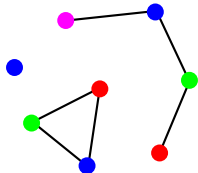


Vertex Transformation



Primitive Assembly



Rasterization

