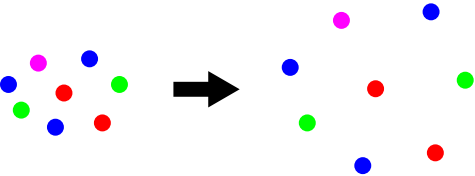
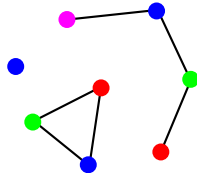


## Vertex Transformation



## Primitive Assembly



## Rasterization

