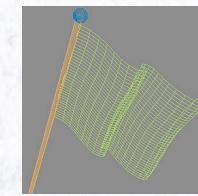
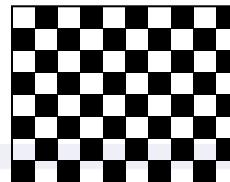
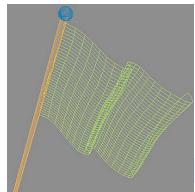
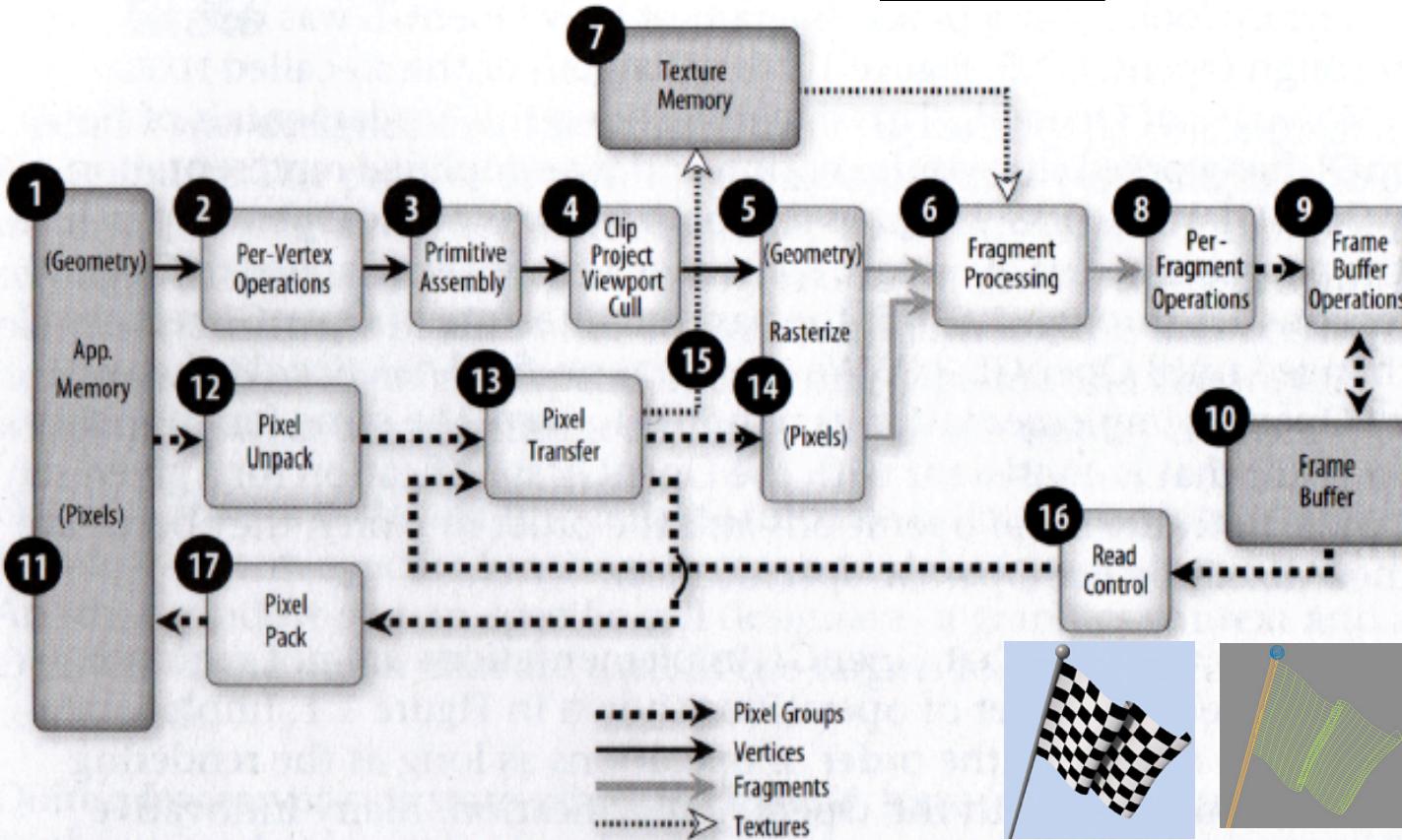
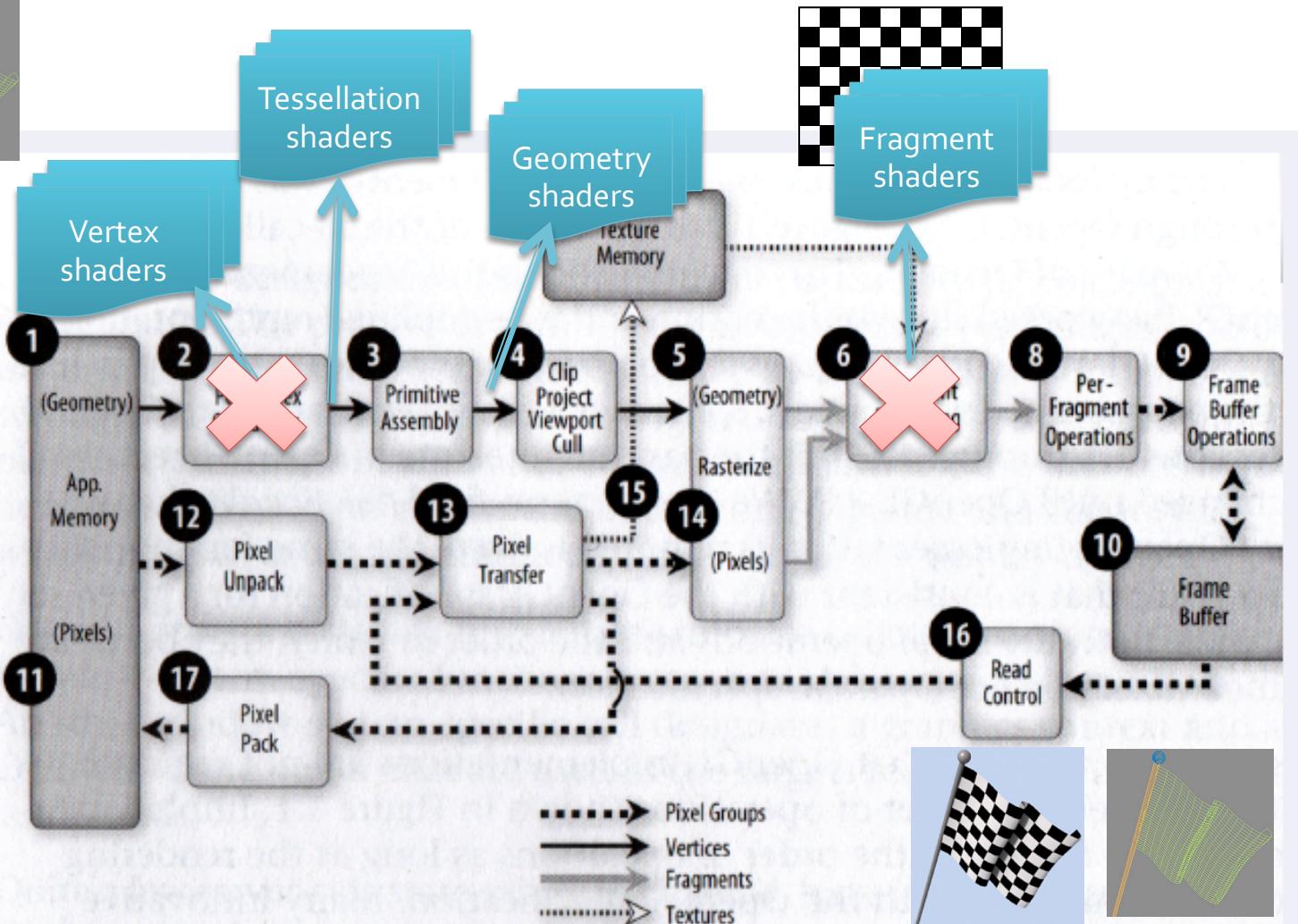


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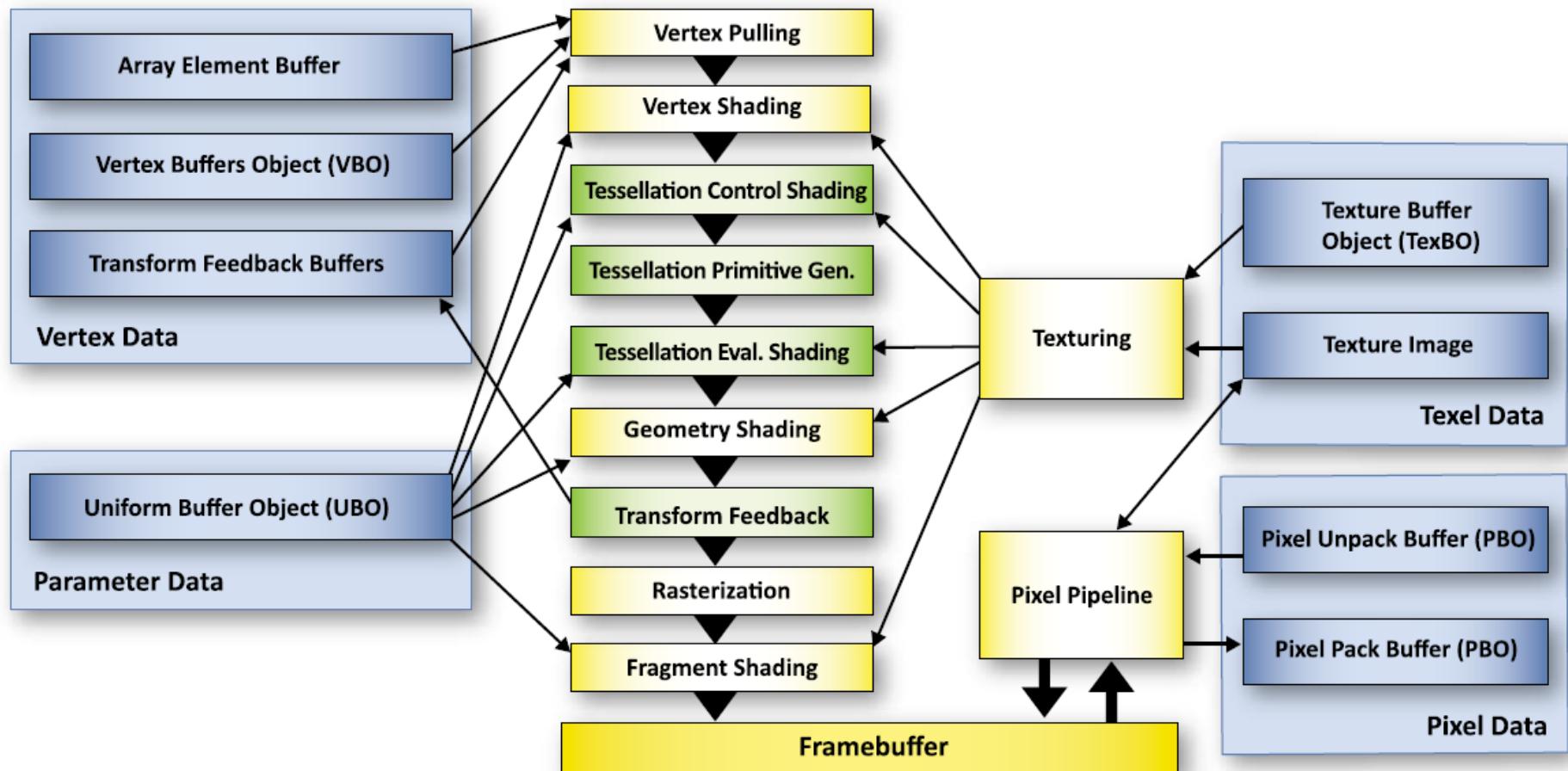




OpenGL Programmable pipeline

- New programmable stages:
 - *Vertex shaders*: Geometric transformations on geometry
 - *Tessellation shaders*: Geometry subdivision
 - *Geometry shaders*: Primitive processing
 - *Fragment shaders*: Operations on rasterized fragments
- Many processors in parallel
- GLSL language to rule them all

OpenGL Programmable pipeline



GLSL





Press Esc to exit Full Screen Mode

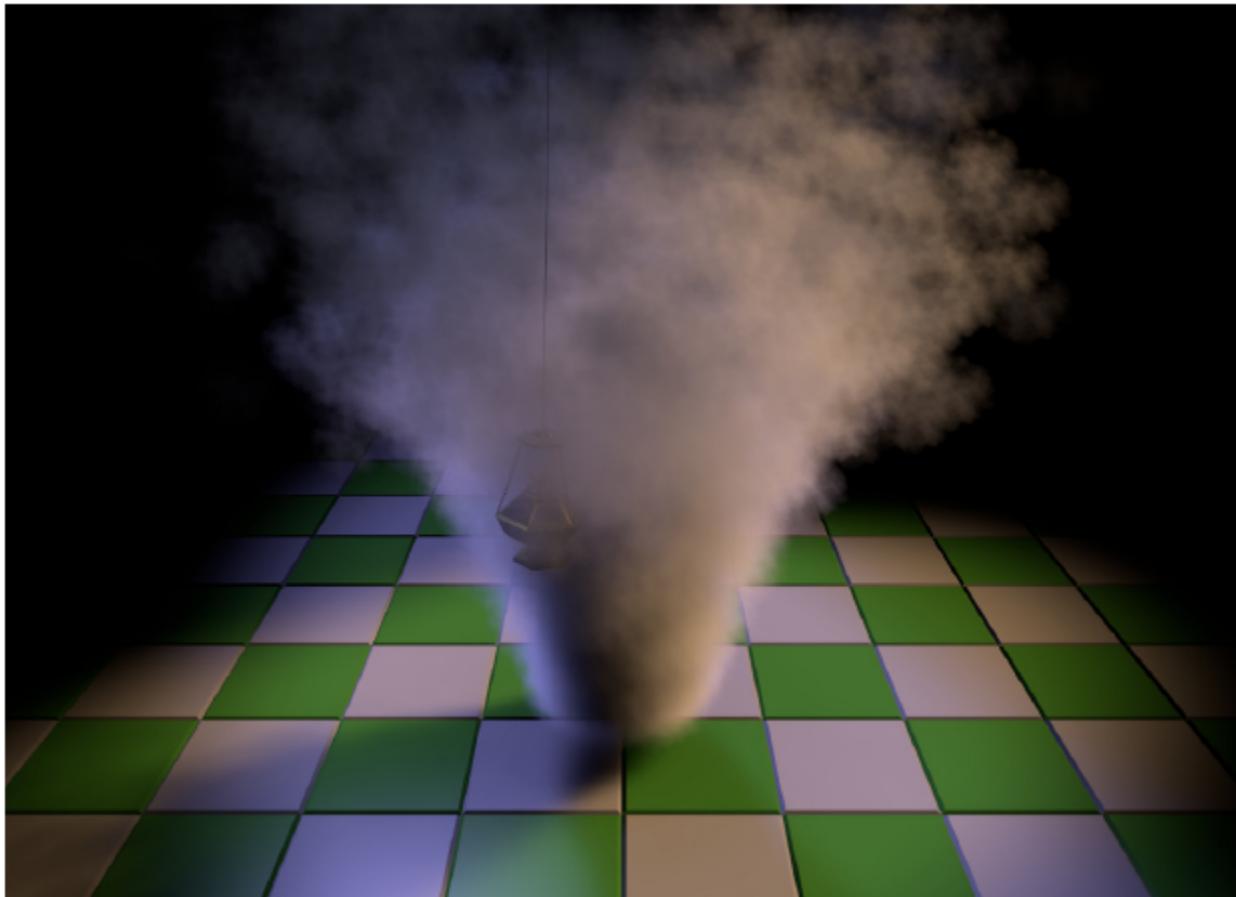


Press Esc to exit flight mode

Shaders. Ambient Occlusion



Shaders. Particles.



GPU

- ... more details in Gràfics course...

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