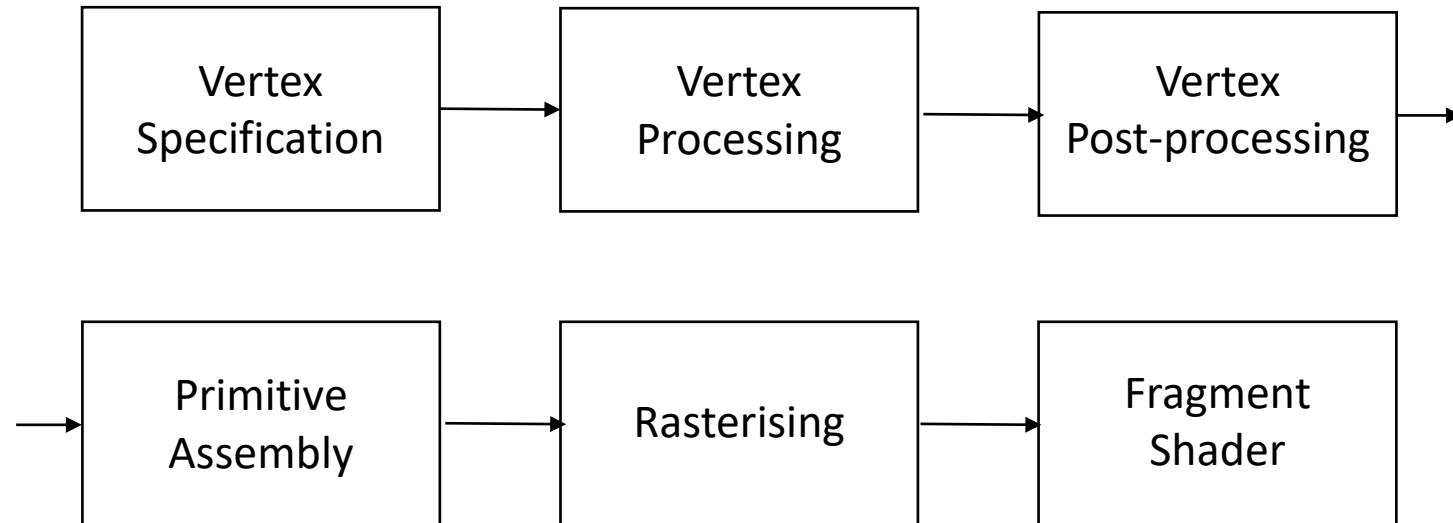# Abstract of CG

Contents

- Pipeline / Rasterisation

- Framebuffer / Multiple Buffering

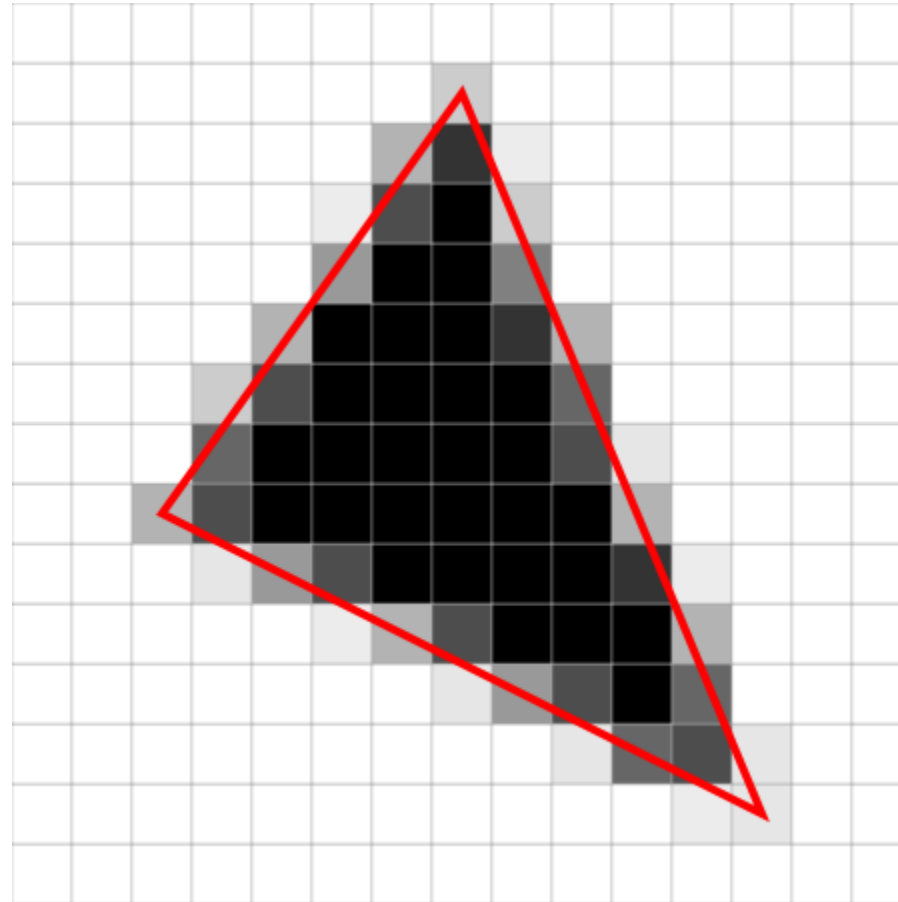- Space

Pipeline

- Sequence of steps used to create a 2D raster image
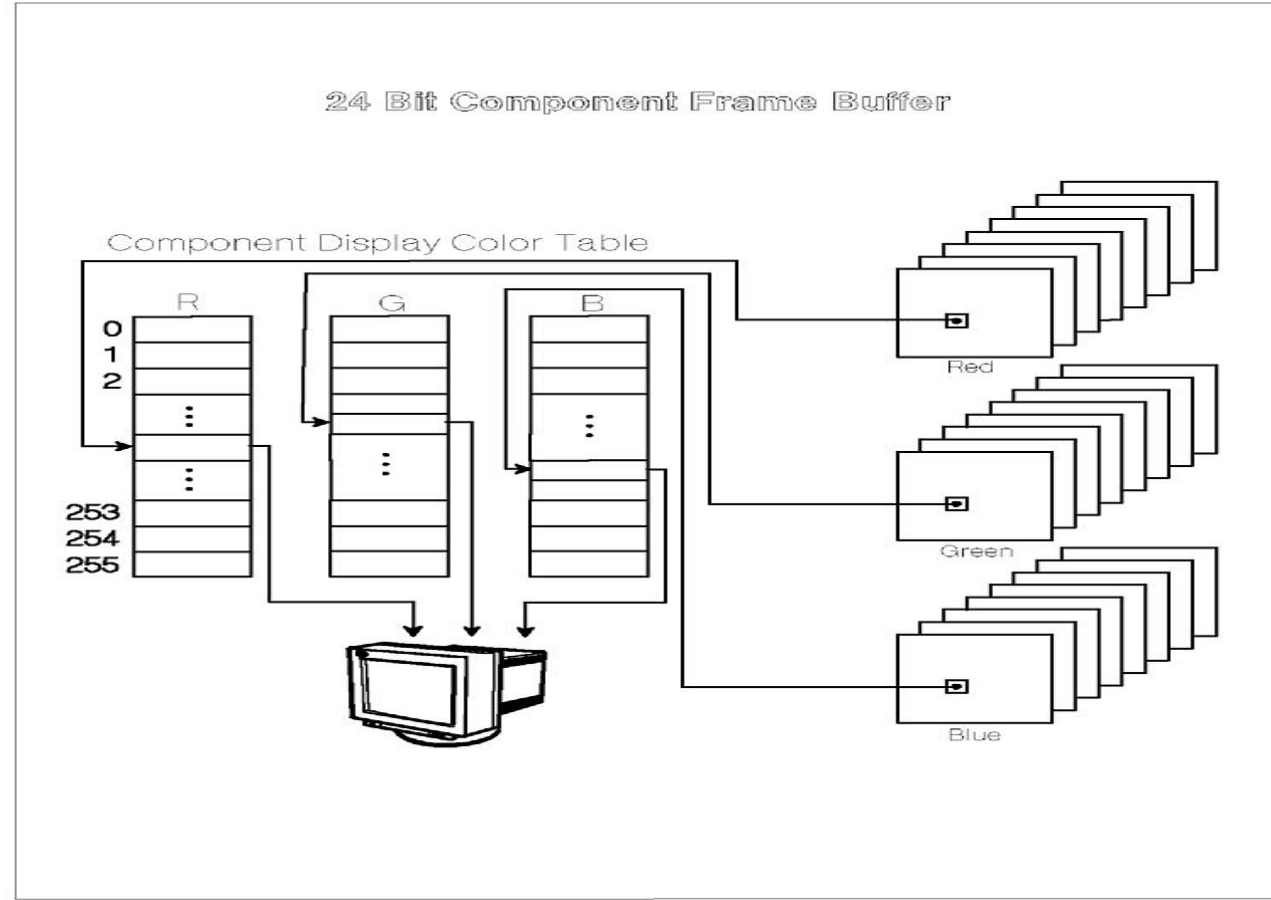
- The 2D image represents a 3D scene

Graphics Pipeline(OpenGL)

```
┌─────────────────┐      ┌─────────────────┐      ┌─────────────────┐
│     Vertex      │ ───▶ │     Vertex      │ ───▶ │     Vertex      │ ───▶
│  Specification  │      │   Processing    │      │ Post-processing │
└─────────────────┘      └─────────────────┘      └─────────────────┘

      ┌─────────────────┐      ┌─────────────────┐      ┌─────────────────┐
───▶  │    Primitive    │ ───▶ │   Rasterising   │ ───▶ │    Fragment     │
      │    Assembly     │      │                 │      │     Shader      │
      └─────────────────┘      └─────────────────┘      └─────────────────┘
```
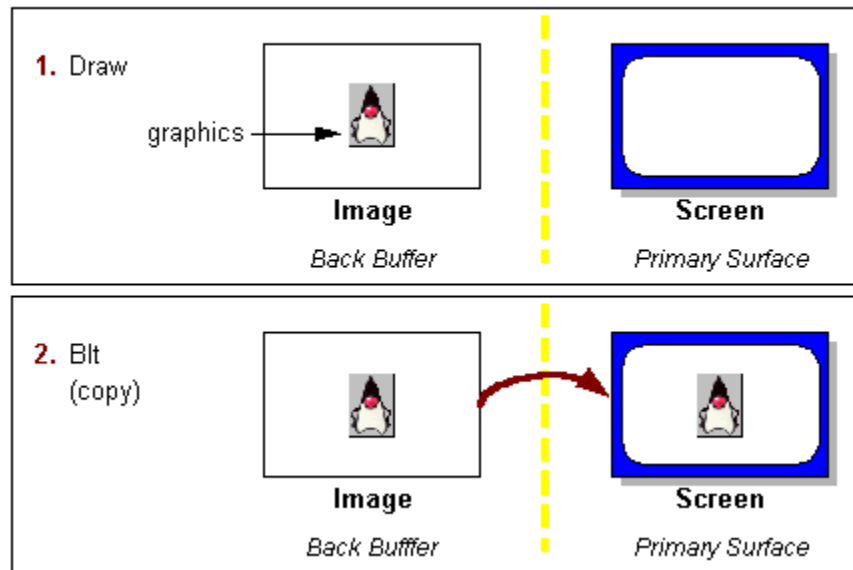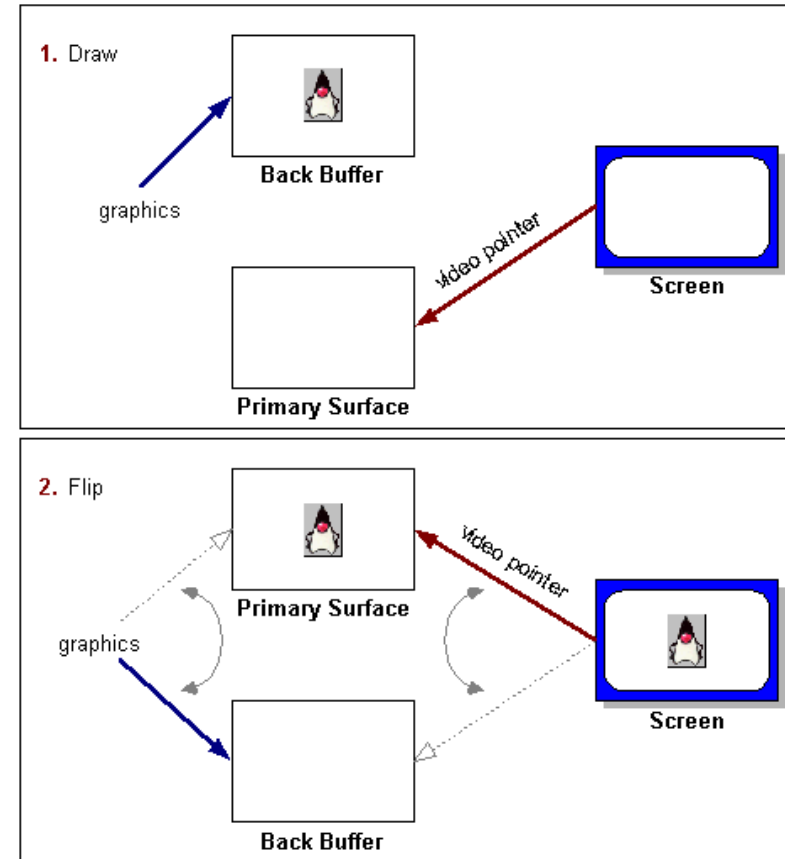
Rasterisation

Framebuffer

24 Bit Component Frame Buffer

Multiple Buffering

Space

Local Space → World Space → Eye Space → Projection Space