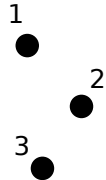
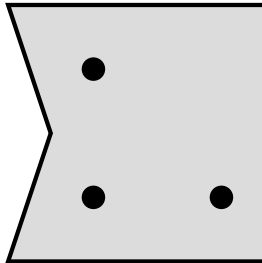


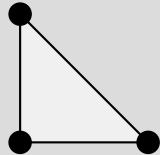
Vertices



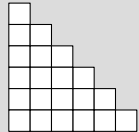
Vertex  
Shader



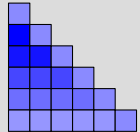
Primitives  
Generation



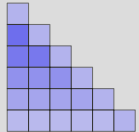
Rasterization



Fragment  
Shader



Testing  
Blending



Framebuffer

