

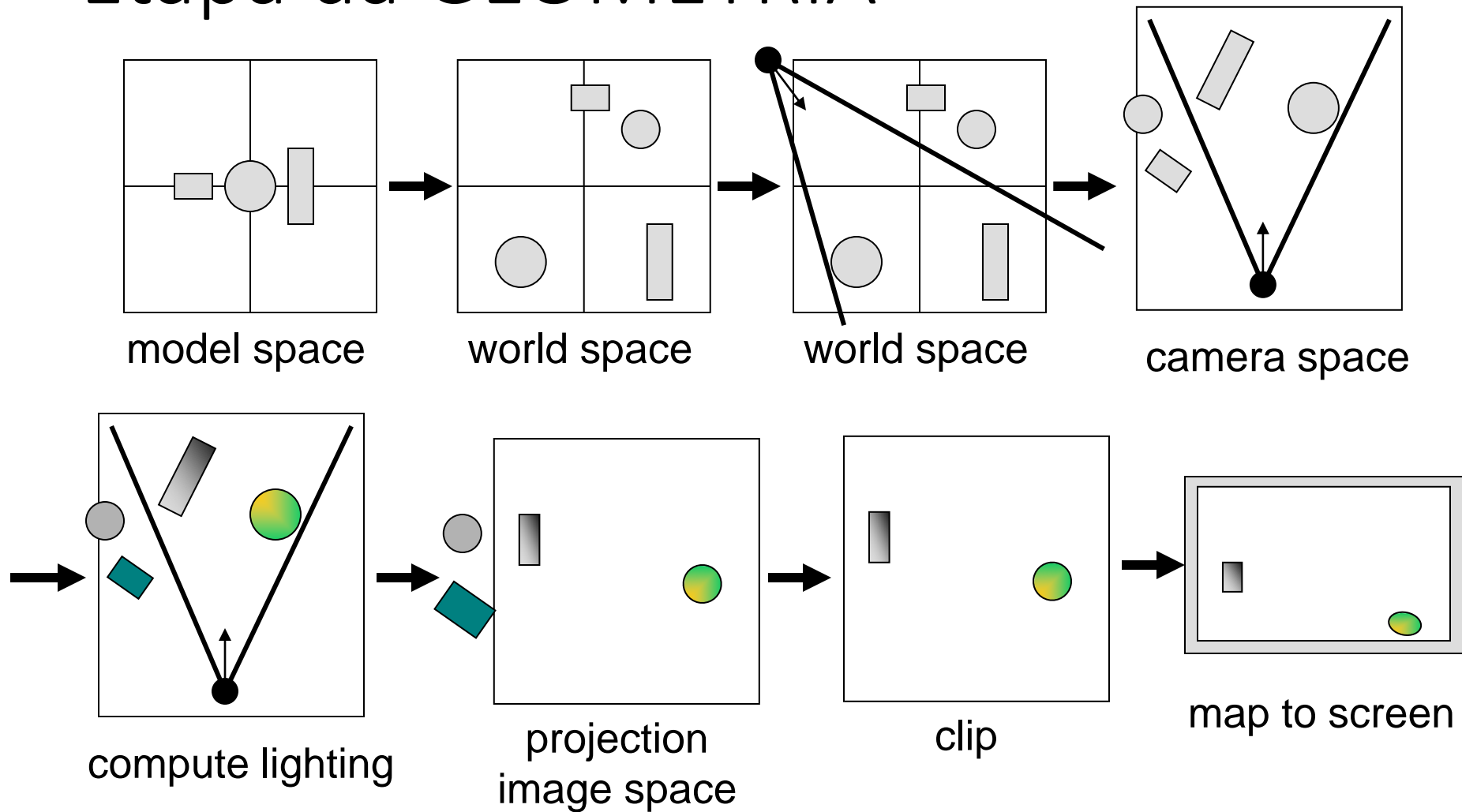
[illegible]

Application

Geometry

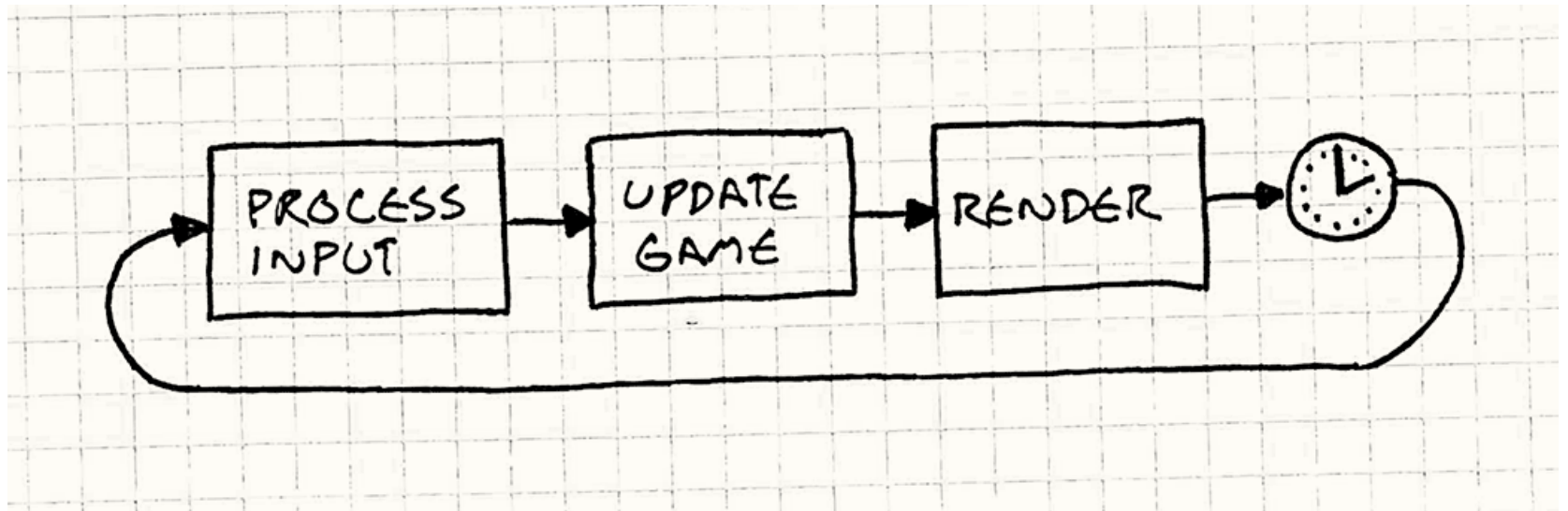
Rasterizer

Etapa da GEOMETRIA

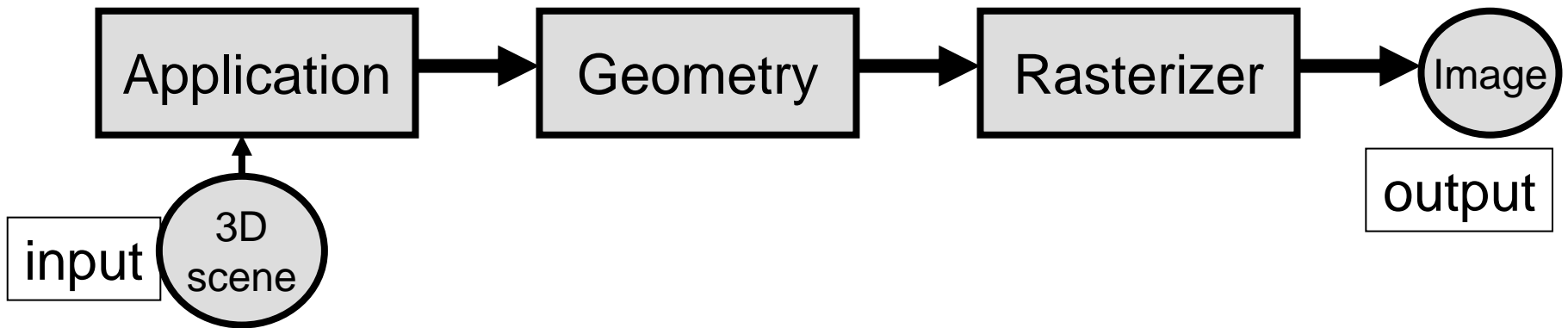


Por onde começamos nós?

Uma aplicação interativa

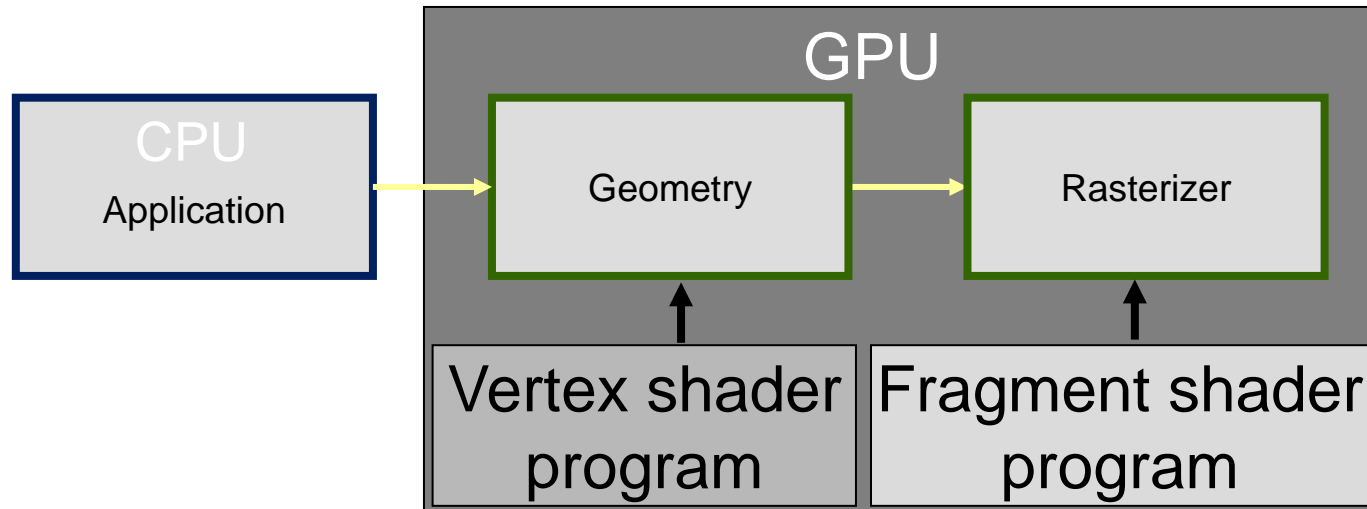


Visão resumida da pipeline gráfica



Visão resumida

- Sombreamento programável tornou-se um tema quente, e popularizou a designação ***shader***
 - Vertex shaders
 - Fragment shaders
- Maior liberdade e flexibilidade



Vertices

1
2
3

Vertex
Shader

Primitive
Assembly

Geometry
Shader

Rasterization

Fragment
Shader

Tests &
Blending

Framebuffer

