Pere-Pau Vázquez

IDI – GPU Programming

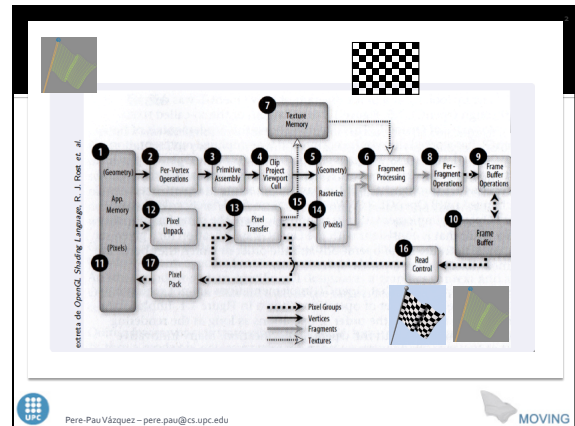Pere-Pau Vázquez – pere.pau@cs.upc.edu

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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

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OpenGL Programmable pipeline
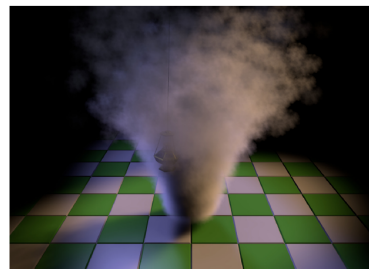

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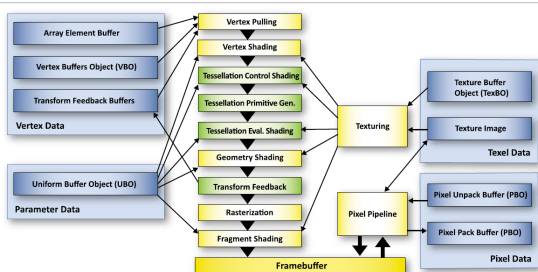
GLSL
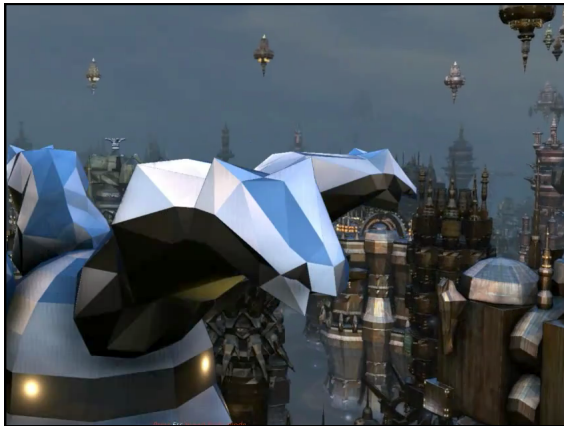
Shaders. Ambient Occlusion

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MOVING

Shaders. Particles.

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MOVING

GPU

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

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MOVING

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