Real Time Rendering Note

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1	Application Stage
2	Geometry Processing Stage
3	Rasterization Stage(光栅化)
4	Pixel Processing Stage
For a model to be shaded and rendered. It will goes for the following steps.	
	1 Application Stage
	2 Geometry Processing Stage
Vertex processing	
	3 Rasterization Stage(光栅化)
	4 Pixel Processing Stage