## Background Research [Outline]

## Portable Graphics

### Historical Context

### Applications

* Mobile Computing
* Embedded Systems

### Current Technology

* nVidia - Tegra
* PowerVR – SGX, MBX

## Graphics Rendering Pipeline

### Front- End

### Primitive Assembly

### Rasterization and Interpolation

### Frame Buffer

## 3D Mathematics

### Transformation

## Field Programmable Gate Arrays (FPGAs)

### FPGA Architecture

### Advantages and Disadvantages for Graphics Processing

### [Selected development board]

### [Selected FPGA]

## Conclusion