

Vertex post-processing

#shader

#vertex

#rendering

#pipeline

#stage

#postprocessing

#graphics

The **pipeline** stage

Transform feedback (if enabled):

- Result of vertex and geometry stages saved to **buffers** for later use

Clipping:

- **Primitives** that won't be visible are removed (we don't want to draw things we can't see!)
- Positions converted from "clip-space" to "window space"