Graphics Processing

- Vertex Shader
- Scan Converter
- Fragment Shader

Window to Viewport
Vertex Pipeline

Model Coords → Model Xform → World Coords → Viewing Xform → Viewing Coords → Perspective Distortion

Homogeneous Divide

Still Clip Coords.

Clipping

Clip Coords.

Window Coordinates → Window to Viewport → Viewport Coordinates
Vertex Pipeline

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