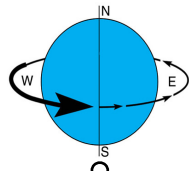


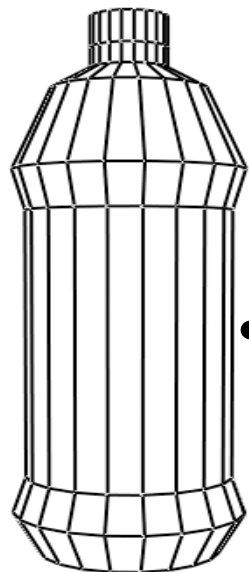
PLACE OBJECT  
IN SCENE



MATERIALS &  
LIGHTING



TARGET  
VIEWPORT



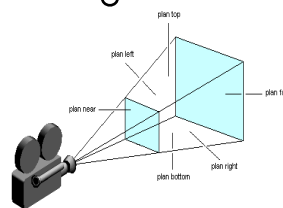
INPUT MESH

each triangle and  
quadrilateral defining  
the surface is input to  
the pipeline

model  
transform  
camera  
transform  
shade  
vertices  
project  
clip  
map to  
viewport  
rasterize  
shade  
fragments  
depth test



CAMERA  
SETUP



PROJECTION  
PARAMETERS



TEXTURE  
MAP



FRAMEBUFFER