3D Rendering Pipeline
(for direct illumination)
3D Rendering Pipeline
(for direct illumination)

This is a pipelined sequence of operations to draw a 3D primitive into a 2D image.
Polygonal model generated from spline patches. Orthographic projection
Polygonal model generated from spline patches. Perspective projection
Depth cueing.
Up: Depth Clipping. Down: Colored vectors.
Up: Visible line determination.
Down: Visible surface determination with ambient illumination.
Up: Individually shaded polygon with diffuse reflection.
Down: Gouraud shaded polygon with diffuse reflection.
Up: Texture mapping.
Down: shadows.
Final image
3D Rendering Pipeline
(for direct illumination)

This is a pipelined sequence of operations to draw a 3D primitive into a 2D image.