



Graphical pipeline

Model transformation

putting from object (local space) to the world (global) space.

Illumination (shading)

Giving objects colors and lightings as we know the coordinates of the light sources in the world space.

View transformation

Transforming coordinates from the canonical basis to the one depending on the camera position.

Clipping

Remove parts that are not visible in the view (there's no need to process them because we won't see them anyway)

Screen projection

Projecting 3D space onto 2D that will be drawn on the screen.

Pixelisation (rasterization)

Turning the space into arrays of pixels

Visibility / Rendering

What objects are in front, final pixel colorization.

Projections

