CS480: Computer Graphics
PA5 & PA6: Rasterization

TA

Course URL:
http://sglab.kaist.ac.kr/~sungeui/CG/
PA5 – Rendering Pipeline

- apply MV – eye coordinates
- apply P – clip coordinates
- divide by w and apply viewport transform – window coordinates

vertices

Lighting

Clipping

Triangulate

Rasterize

Your software rendering pipeline
PA5 – Rendering Pipeline

● **GLRenderer**
  ● Captures state needed for rendering
  ● Provides a frame buffer in memory for rasterization
  ● Calls virtual function for each stage of the pipeline
  ● Uses preprocessor macros to reroute GL calls to your GLRenderer subclass

#define glColor3f( r, g, b ) \ntheGLRenderer->Color4f( r,g,b,1 )

● **MyGL**
  ● Subclass of GLRenderer
  ● Provides stubs for each stage of the pipeline
  ● Can disable stages to simplify debugging