

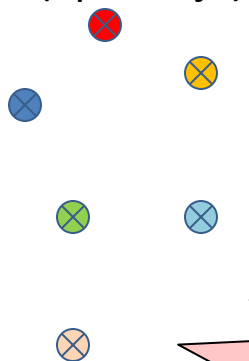
Računarska grafika 2

13M111RG2

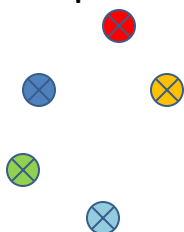
4 Programi za senčenje

Generalni prikaz postupka crtanja

Ulazni skup temena
(aplikacija)



Transformisana temena
(homogeni prostor odsecanja)

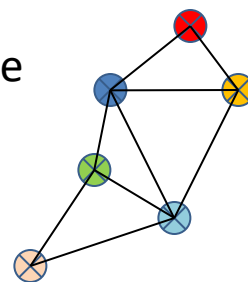


MVP



**Vertex
shader**

Sastavljanje
primitiva

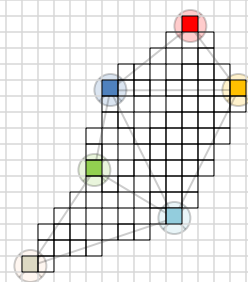


Informacije
o povezanosti

(npr. triangle strip)



Odsecanje
Ekranke koord.
Rasterizacija



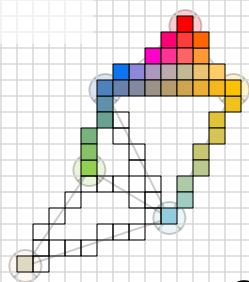
Fragmenti

**Fragment
shader**

Interpolacija



Obojeni
Fragmenti

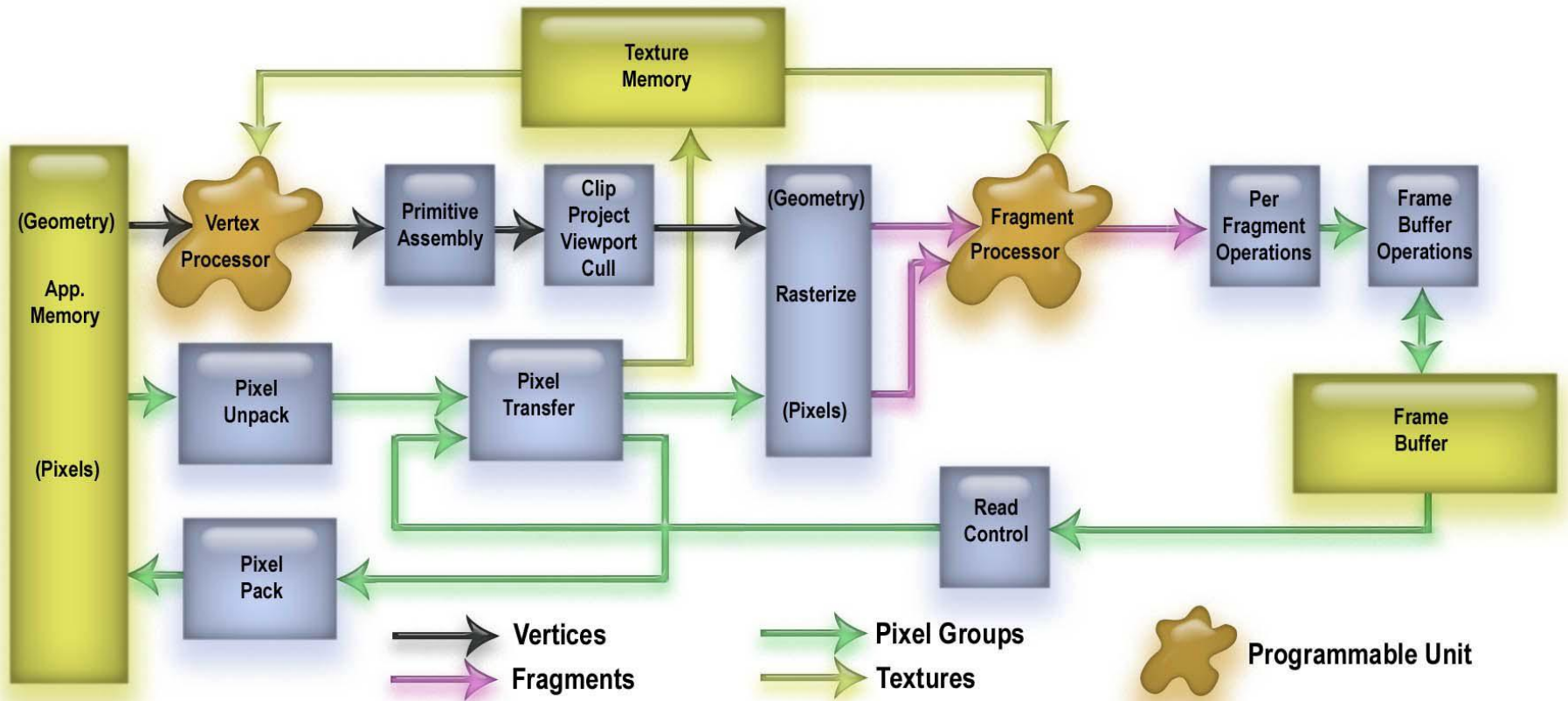


Baricentrične koordinate:

$$\mathbf{P} = w_0 \mathbf{P}_0 + w_1 \mathbf{P}_1 + w_2 \mathbf{P}_2$$
$$w_0 + w_1 + w_2 = 1$$

OpenGL:

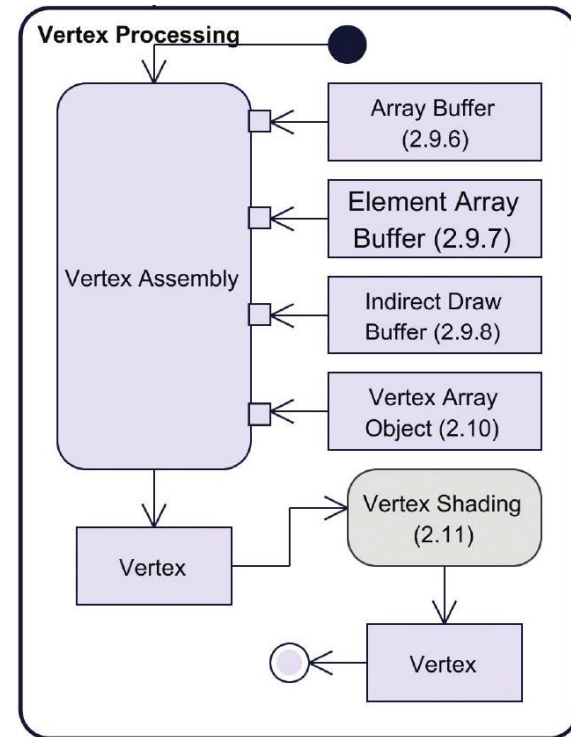
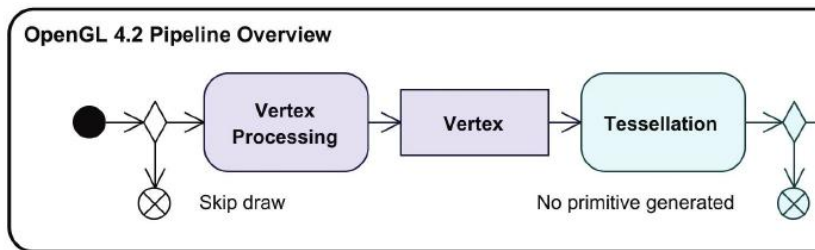
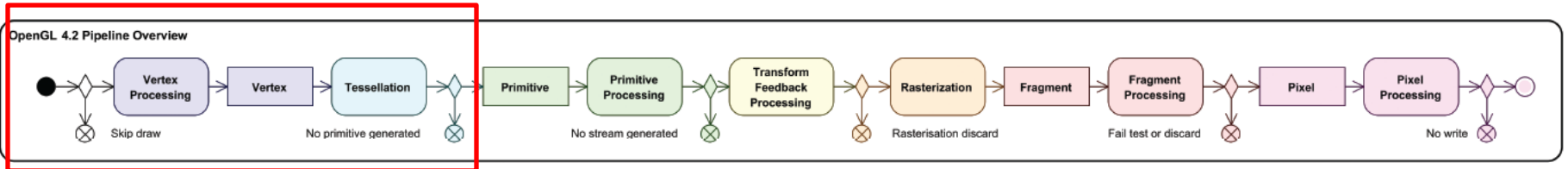
Programabilna protočna obrada



Dijagram preuzet iz knjige
OpenGL Shading Language book

OpenGL 4.2

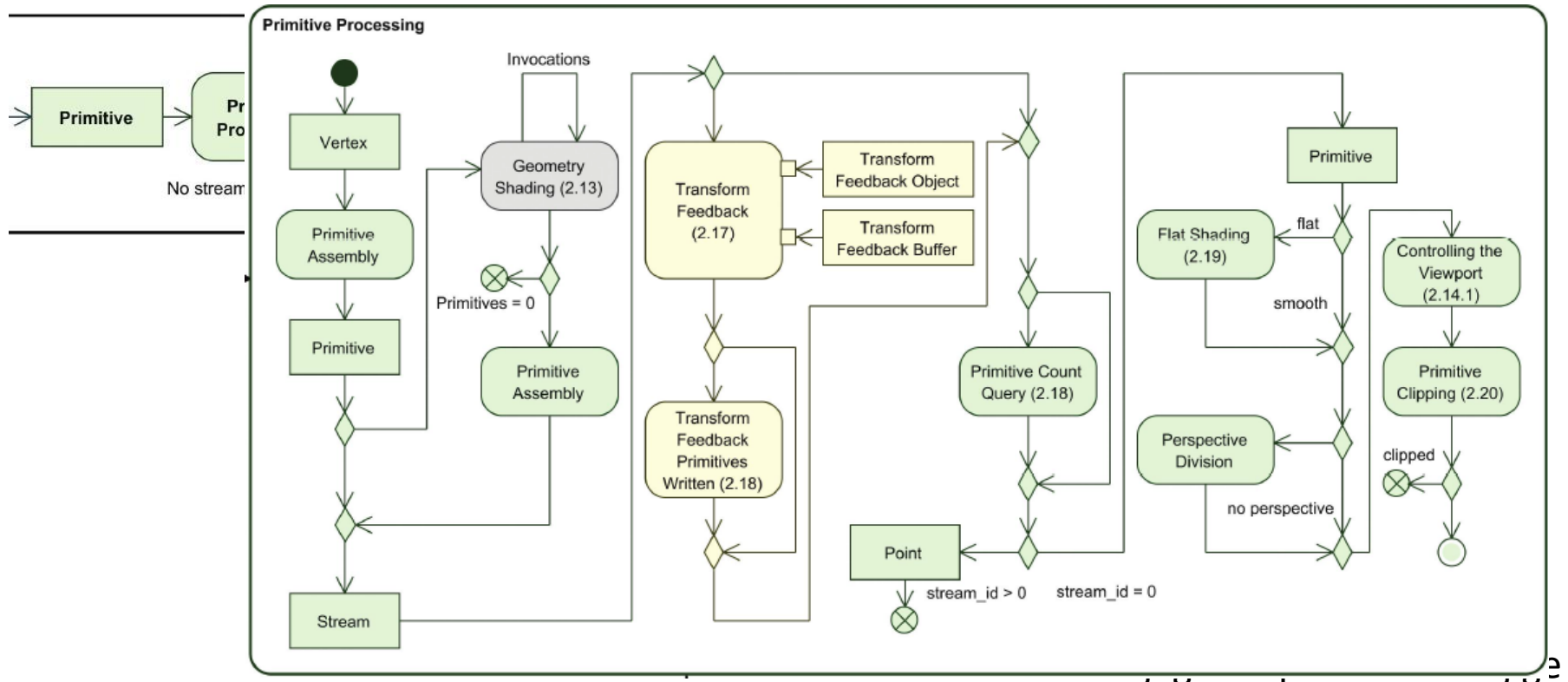
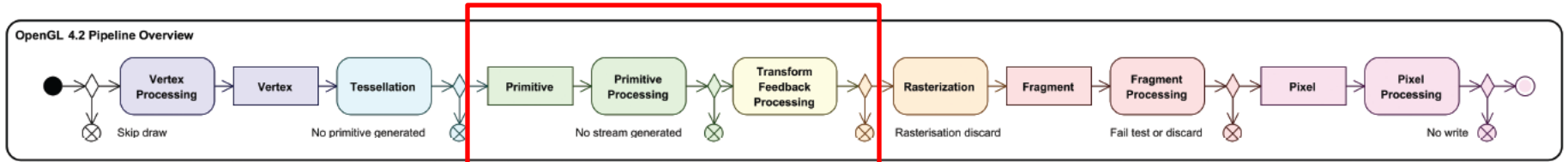
Detalji protočne obrade



Dijagrami preuzeti iz knjige
OpenGL Insights

OpenGL 4.2

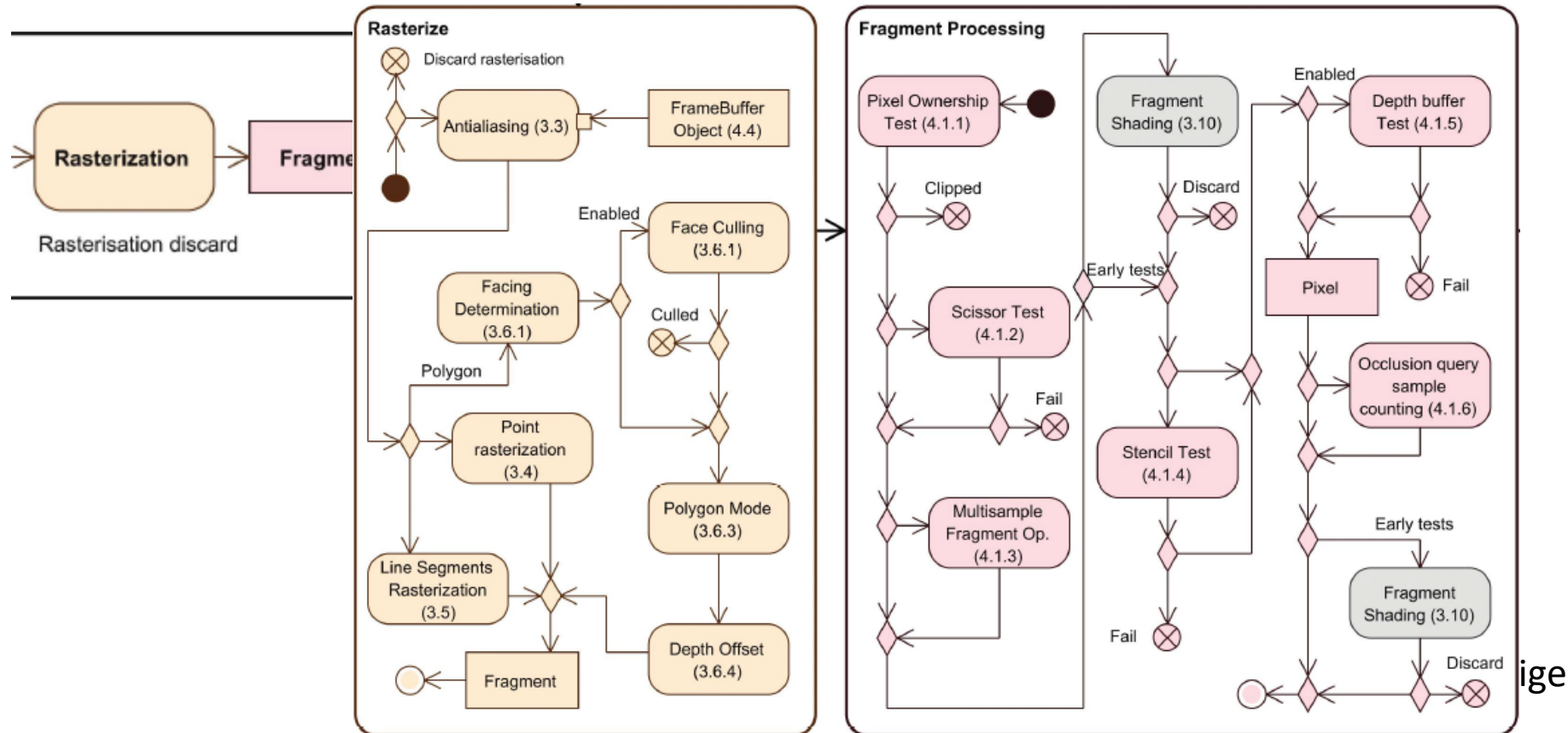
Detalji protočne obrade



OpenGL 4.2

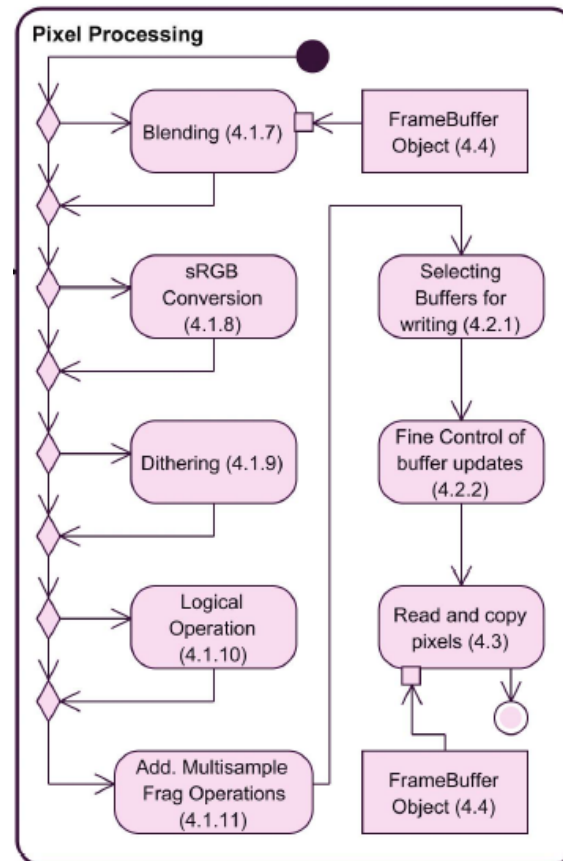
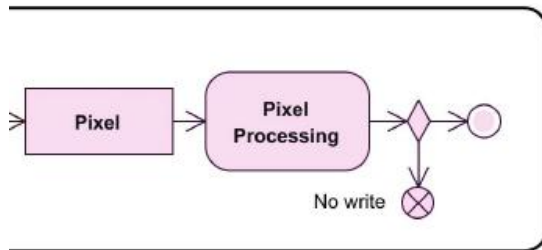
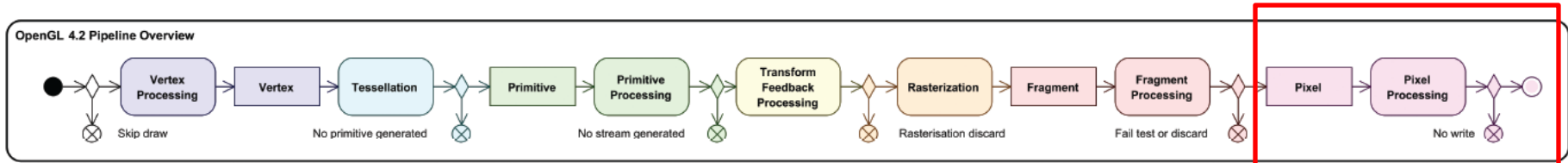
Detalji protočne obrade

OpenGL 4.2 Pipeline Overview



OpenGL 4.2

Detalji protočne obrade



ni preuzeti iz knjige
Insights