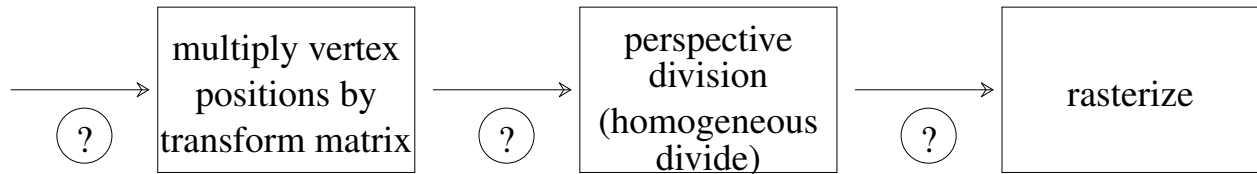
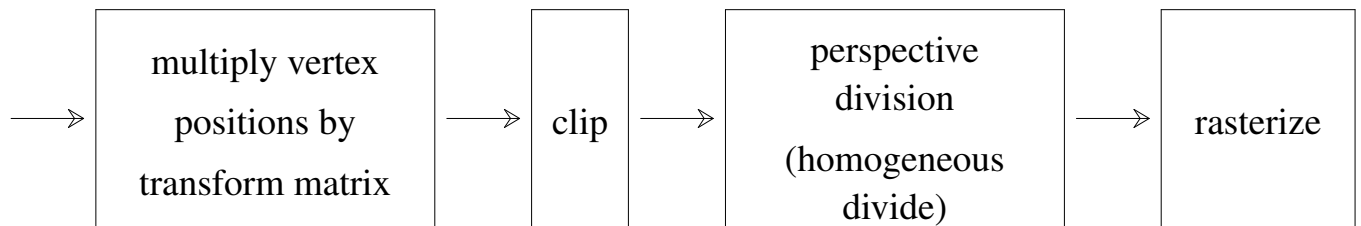


12. A Full Graphics Pipeline

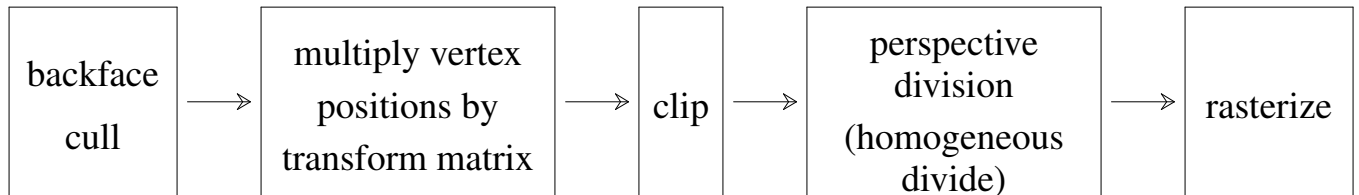
- Where should "clipping" be performed?



- Before "perspective division" ("homogeneous divide")



- Where should "backface culling" (backface elimination) be performed?
- Before the pipeline starts



- Where should "lighting and shading" be performed?
- The "rasterization" stage

