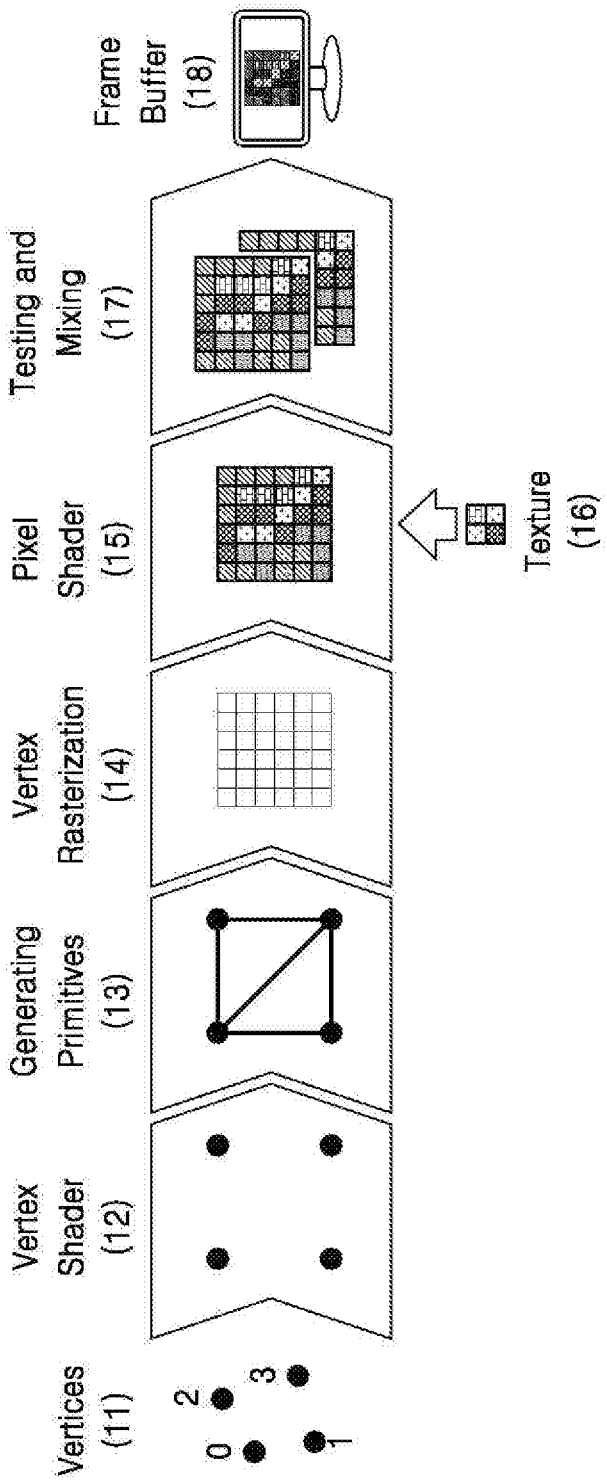
FIG. 2


Vertices (11)
0
1
2
3
Vertex Shader (12)
Generating Primitives (13)
Vertex Rasterization (14)
Pixel Shader (15)
Texture (16)
Testing and Mixing (17)
Frame Buffer (18)