
CS480: Computer Graphics

PA5 & PA6: Rasterization

TA

Course URL:

<http://sglab.kaist.ac.kr/~sungeui/CG/>

KAIST

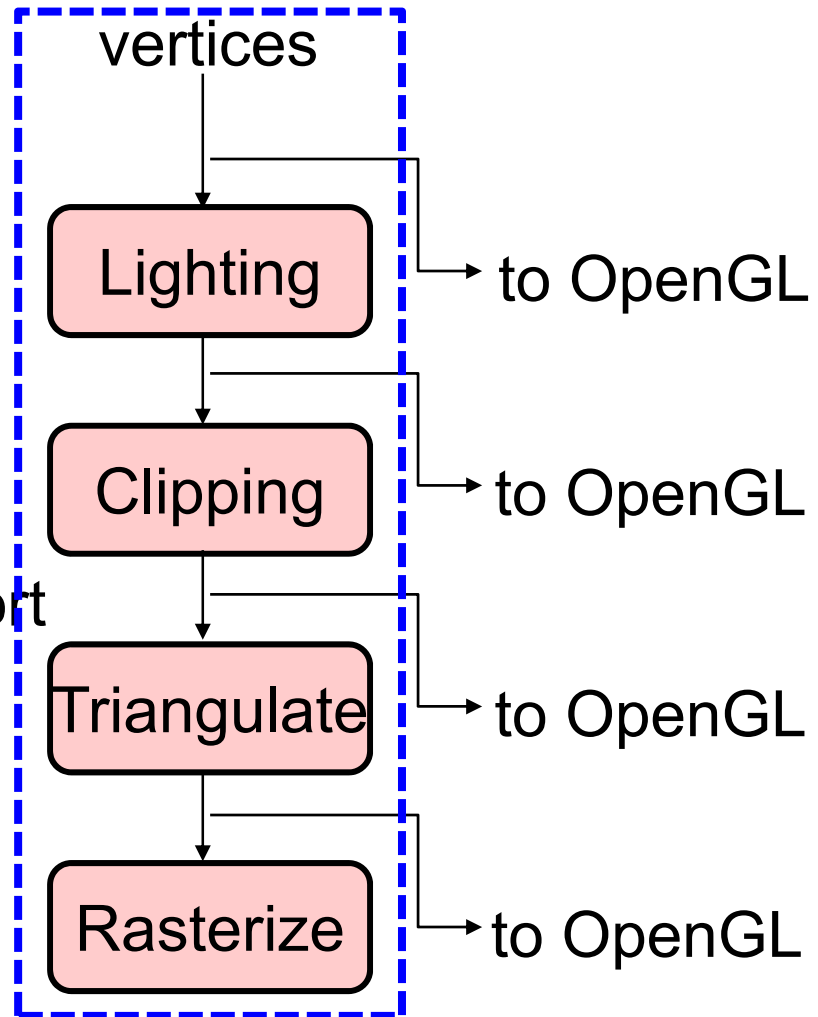
The KAIST logo consists of the letters "KAIST" in a bold, blue, sans-serif font. Below the text is a light blue, horizontal oval shape that serves as a shadow or base for the letters.

PA5 – Rendering Pipeline

apply MV – eye coordinates

apply P – clip coordinates

divide by w and apply viewport transform – window coordinates



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 ) \  
    theGLRenderer->Color4f( r,g,b,1 )
```

- **MyGL**

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