



Simplified GPU Hardware Implementation

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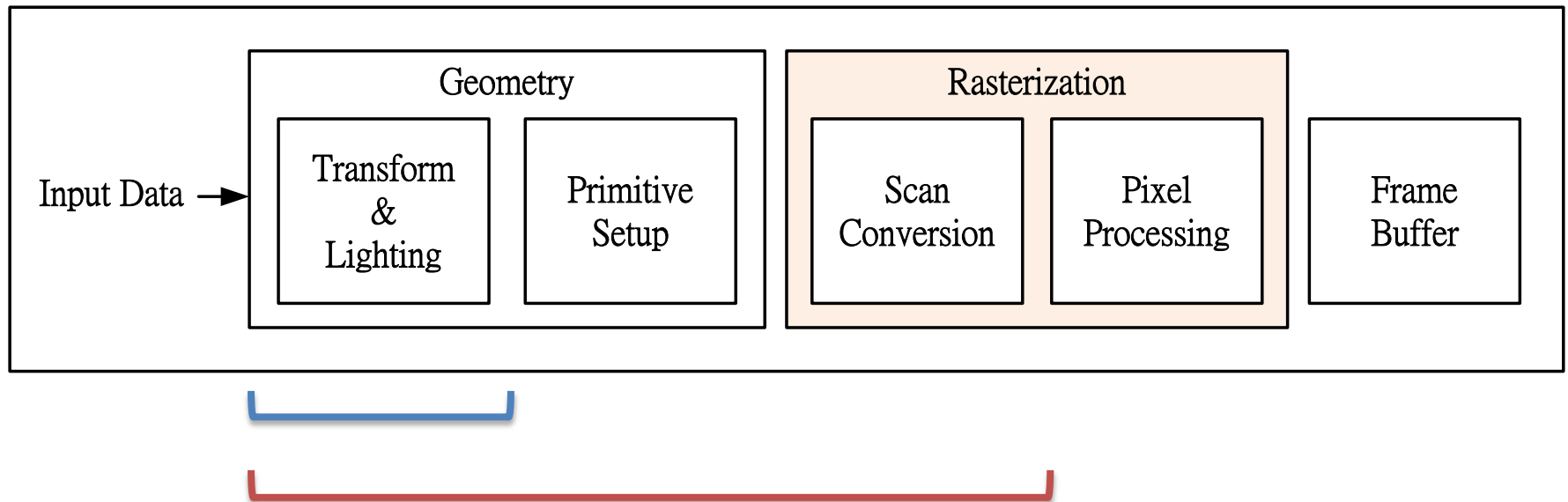
National Chiao Tung University

Taiwan, R.O.C.

Spring, 2015



Graphics Pipeline



Simplified Geometry Transform



Modelview Transform
(Object \rightarrow Eye)



Projection Transform
(Eye \rightarrow Clip)



Perspective Division
(Clip \rightarrow NDC)



Viewport Transform
(NDC \rightarrow Window)



Xilinx Zedboard

Processing Flow

