Graphics Pipeline: From Object Coords to Pixel Coords

Object coords $^o\mathbf{X}$

Model matrix

World coords $^w\mathbf{X}$

View matrix

Vertex shader

Eye/camera coords $^e\mathbf{X}$

Projection matrix

Clip coords $^c\mathbf{X}$

Assembler

Triangles created

Clipping

Div by w

Normalized device coords $^n\mathbf{X}$

Viewport matrix

Pixel/window coords $^p\mathbf{X}$

Culling

Rasterizer

Fragments created

Fragment shader

Z-Buffer depth test

Framebuffer