Programming Massively Parallel Processors

Lecture Slides for Chapter 2: GPU Computing History
A Fixed Function GPU Pipeline
Texture Mapping Example

Texture mapping example: painting a world map texture image onto a globe object.
Anti-Aliasing Example

Triangle Geometry  Aliased  Anti-Aliased
Programmable Vertex and Pixel Processors

An example of separate vertex processor and fragment processor in a programmable graphics pipeline
The restricted input and output capabilities of a shader programming model.