

The graphics pipeline consists of a sequence of *spaces* that an object's data passes through from its original model to its pixel representation. Although there is no unique graphics pipeline (they depend on hardware implementation and the types of objects being modeled) there are some conceptual ideas that always occur.

- What *spaces* are found in most graphics pipelines?

- Describe the *transformations* between these spaces. (you need not be too detailed, but be clear).

- Within certain spaces some basic graphics algorithms occur. What are these processes and where do they occur?

- Describe the basics of at least two (2) algorithms from the previous question.