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Practical Rendering and Computation with Direct3D 11 ... 3 The Rendering Pipeline. The Direct3D 11 Rendering Pipeline is the mechanism used to process memory resources into a rendered image with the GPU. The pipeline itself is made up of a number of smaller logical units, called pipeline stages. Data is processed by progressing through the pipeline one stage at a time and is manipulated in some way at each stage.

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3.10 Rasterizer - Practical Rendering and Computation with ... Hieroglyph 3 is a Direct3D 11 rendering framework, and rendering frameworks are used to produce samples that implement rendering algorithms. The samples that are included with the main Hieroglyph 3 distribution are described here.

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