Thus far…

- triangles
- vertices: $v=[x\ y\ z]^T$ local coords, on GPU
- vertex shader: $v' = M\,v$ to image coords
- fragment shader: colour = (1,0,0)
  colour = N•L
- instancing: redraw with $M_1, M_2, M_3, \ldots$
- many coordinate frames:
  e.g., wheel → car → world → camera → image

Algorithm: "Projective Rendering"

```
for each frame
   clear screen
   for each object instance
        for each triangle j      // project onto image:
            transform vertices    // vertex shader
            for each pixel in j    // rasterization
                compute colour    // fragment shader
```