

Figure 8.1: Schematic of OpenGL tessellation

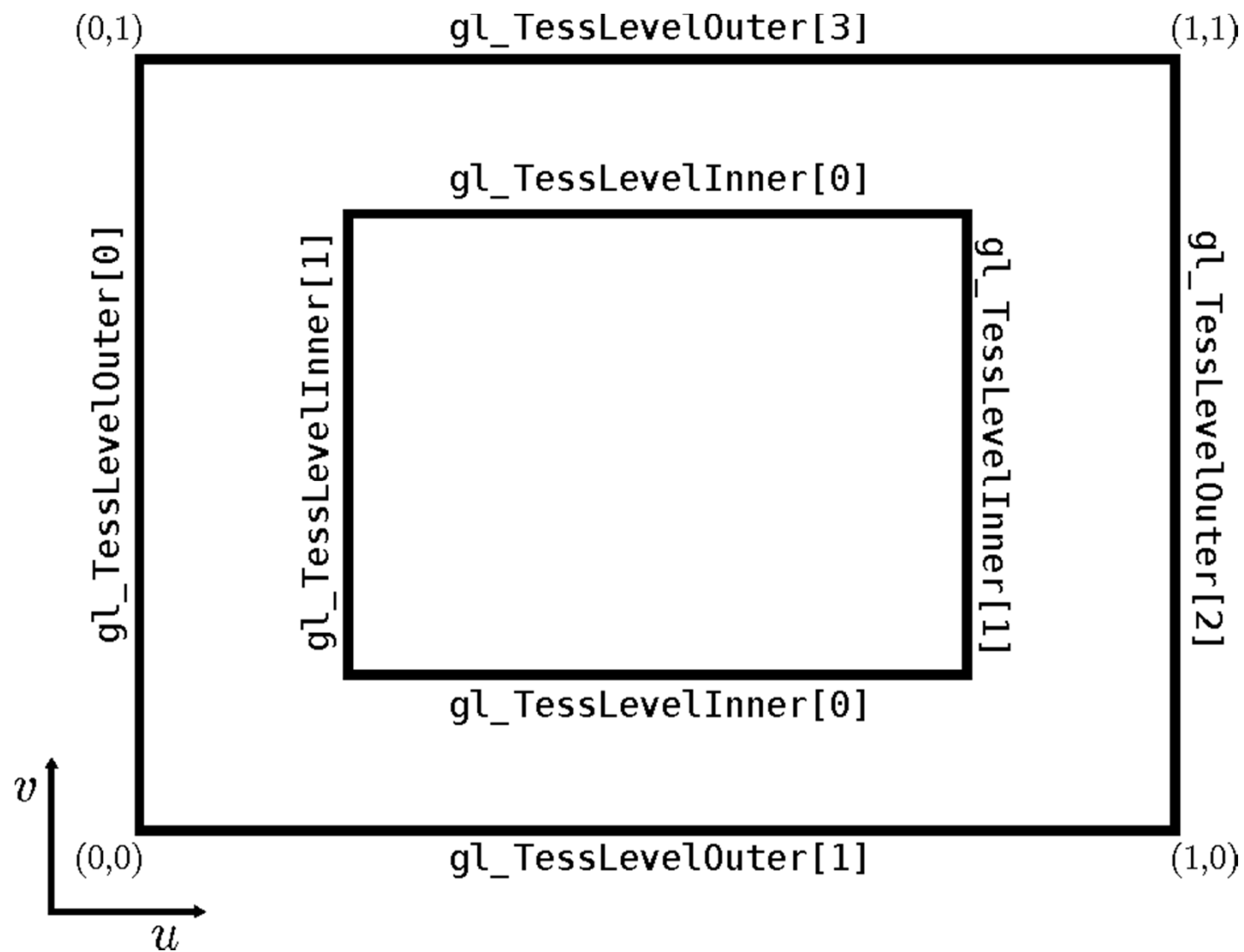


Figure 8.2: Tessellation factors for quad tessellation

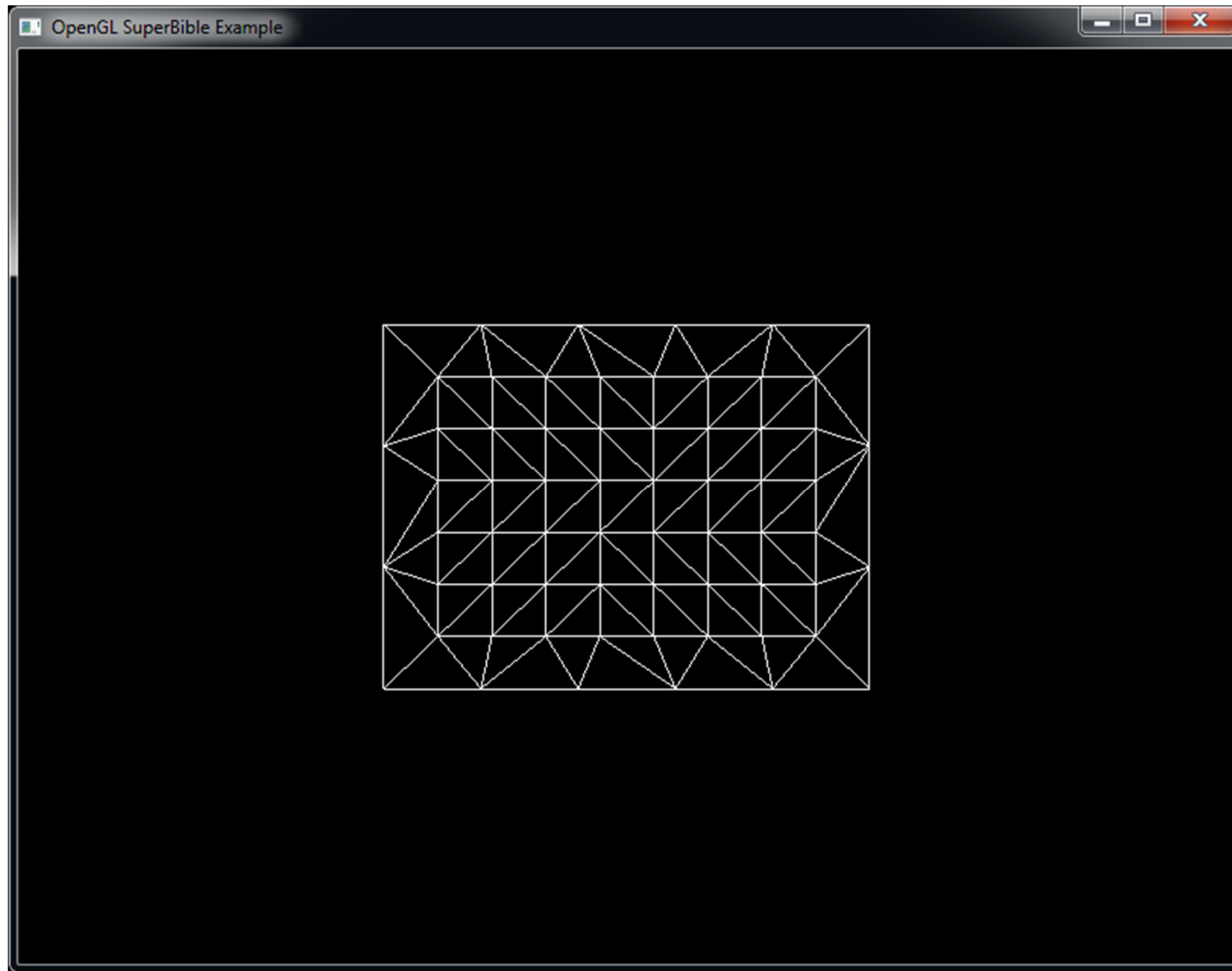


Figure 8.3: Quad tessellation example

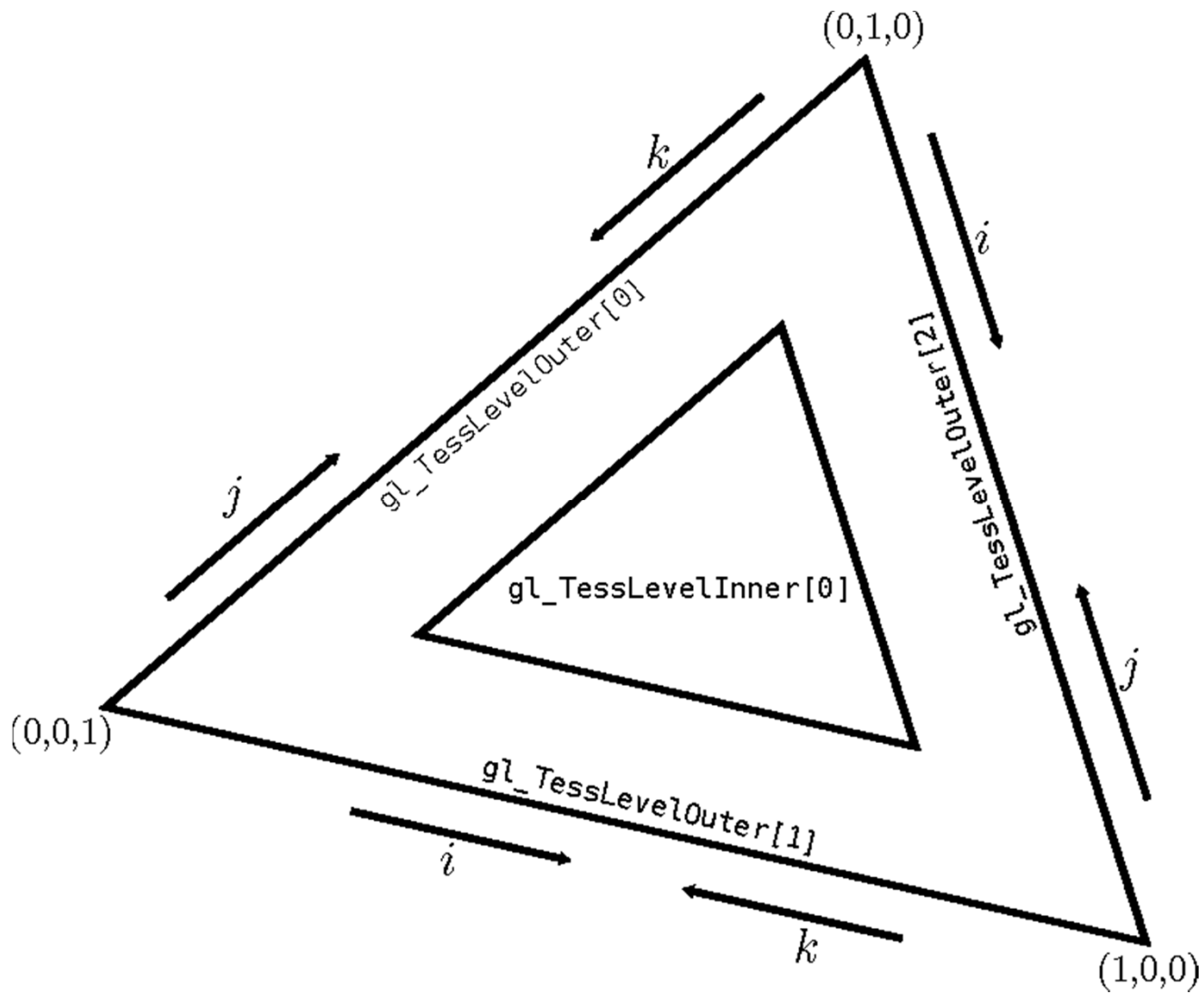


Figure 8.4: Tessellation factors for triangle tessellation

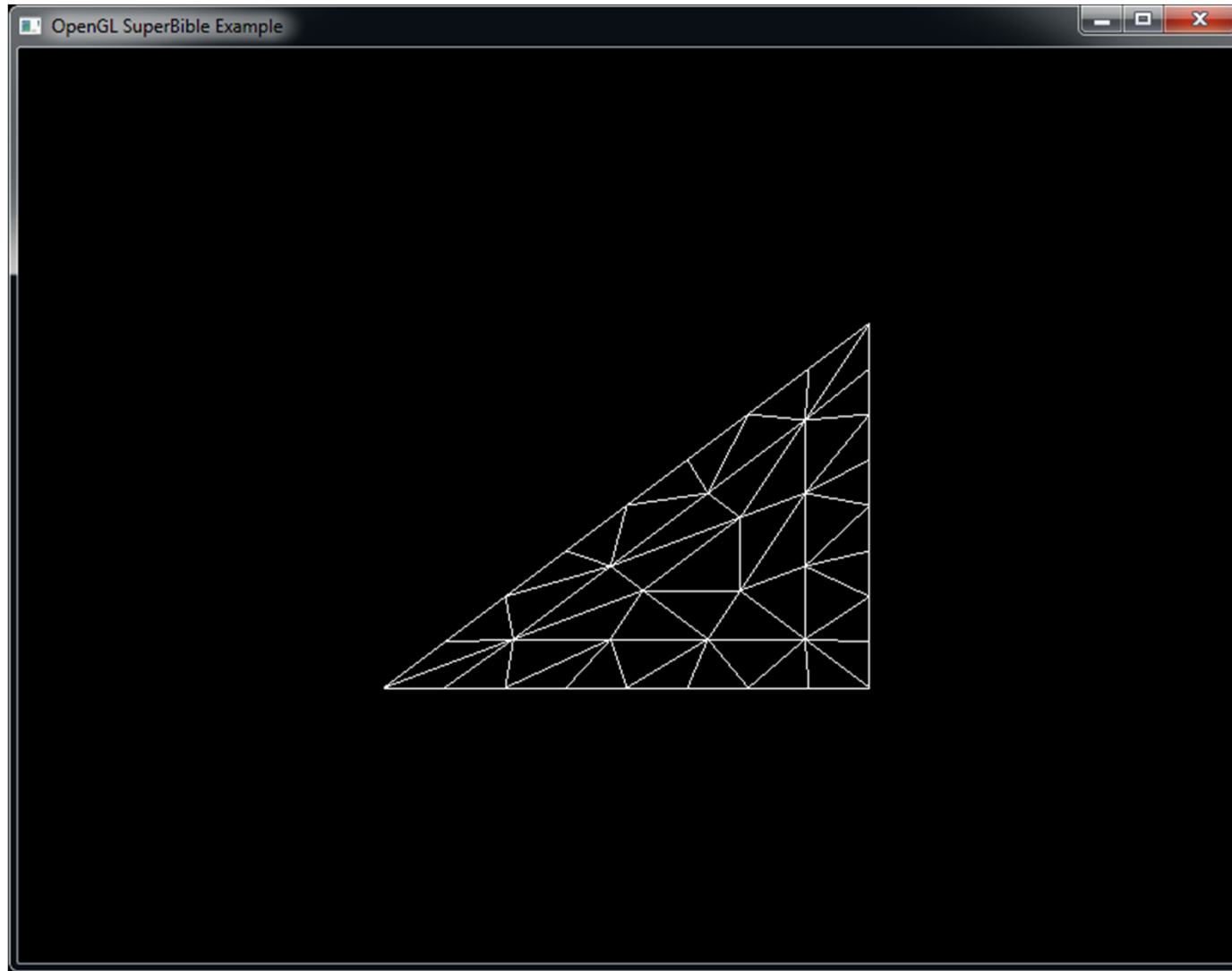


Figure 8.5: Triangle tessellation example

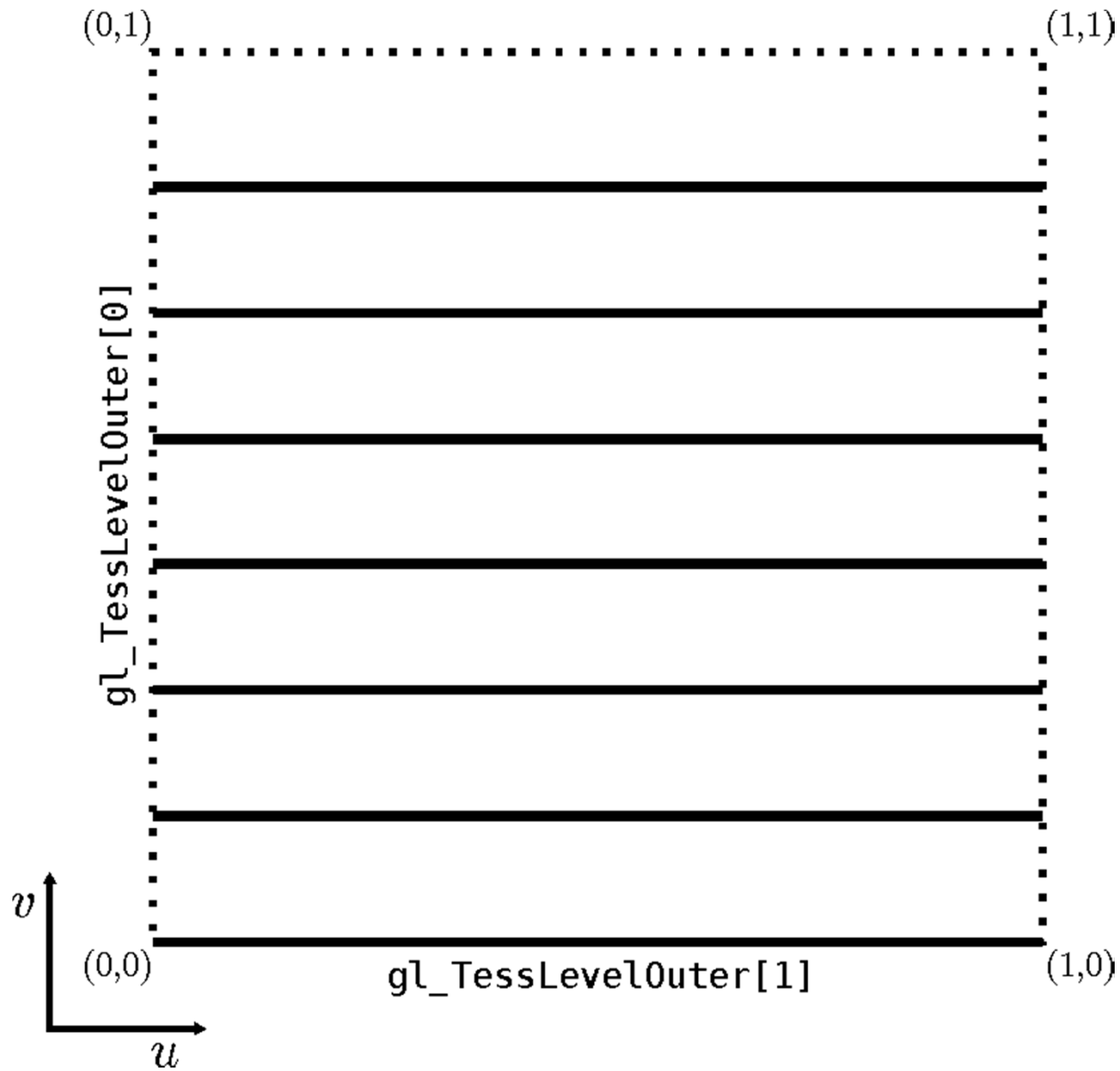


Figure 8.6: Tessellation factors for isoline tessellation



Figure 8.7: Isoline tessellation example

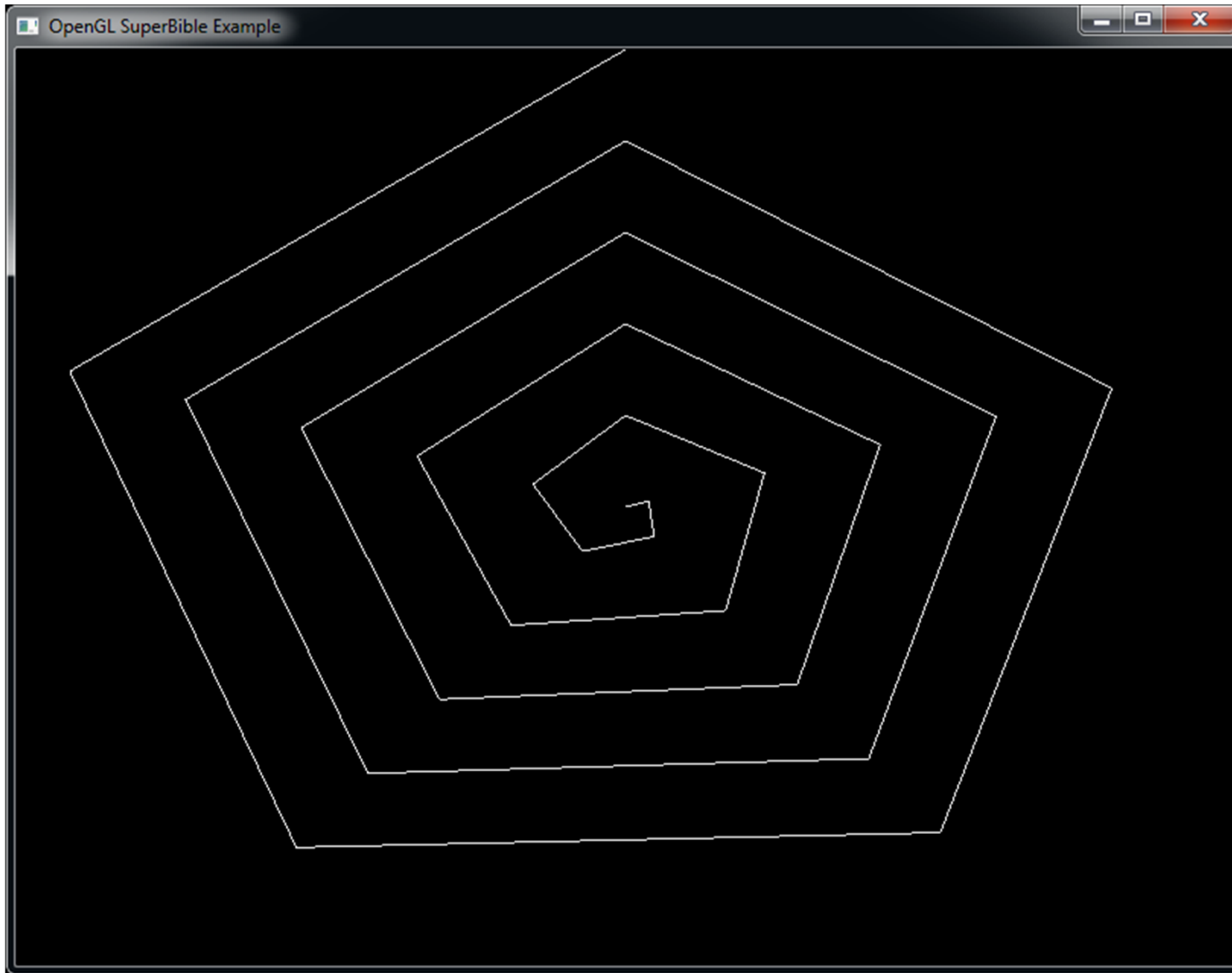


Figure 8.8: Tessellated isoline spirals example

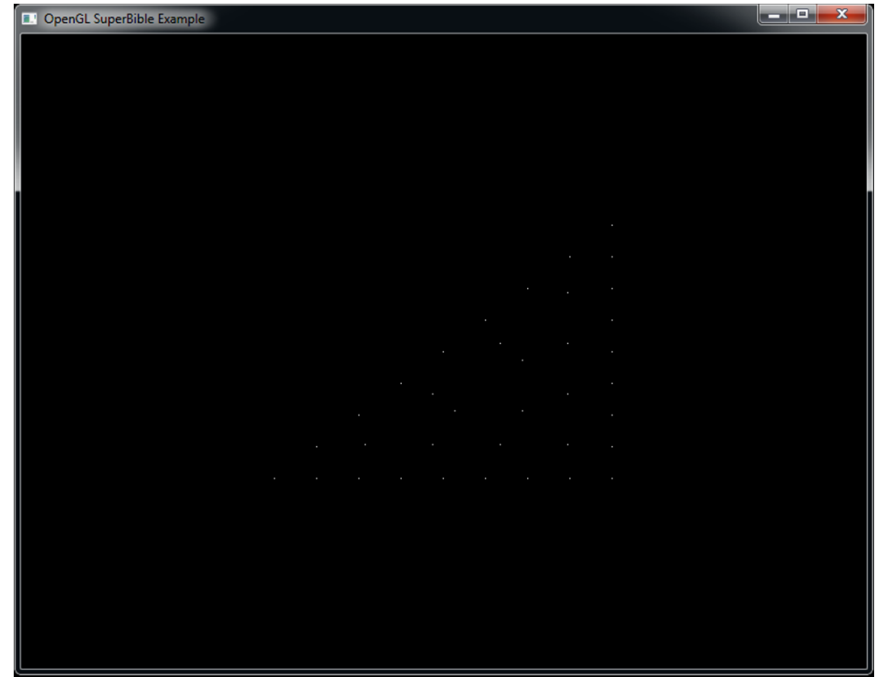
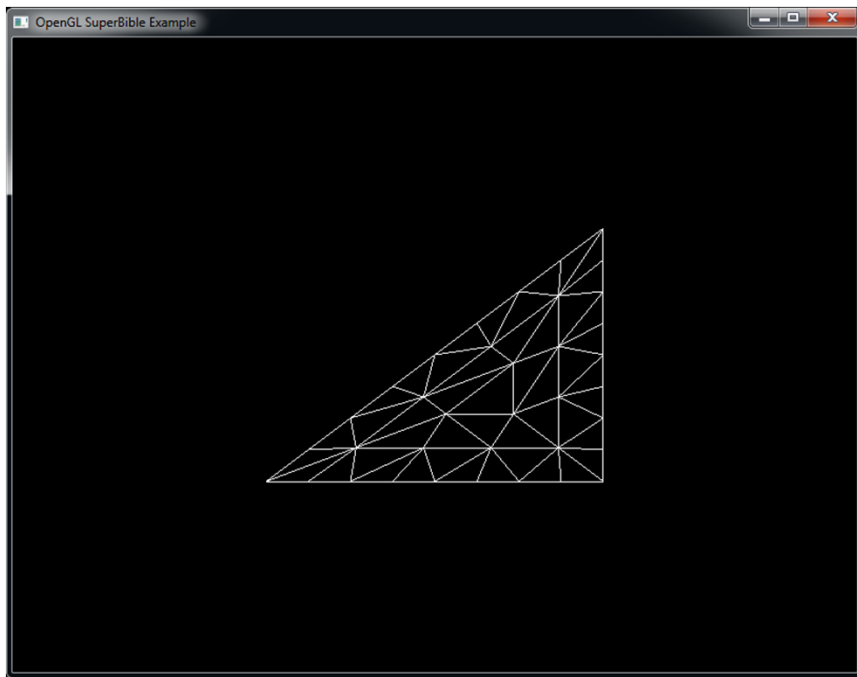


Figure 8.9: Triangle tessellated using point mode

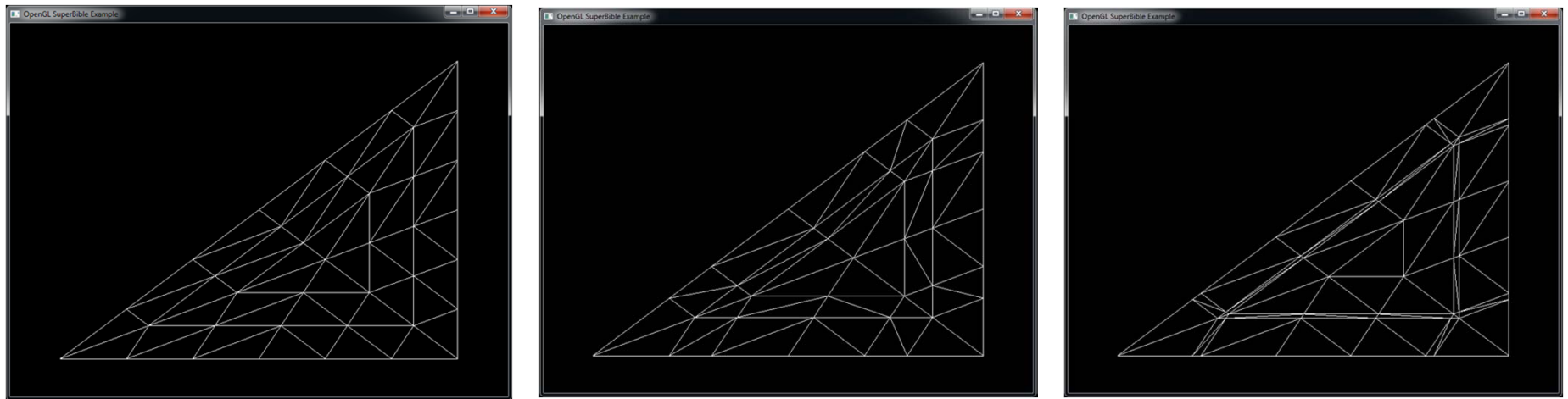


Figure 8.10: Tessellation using different subdivision modes

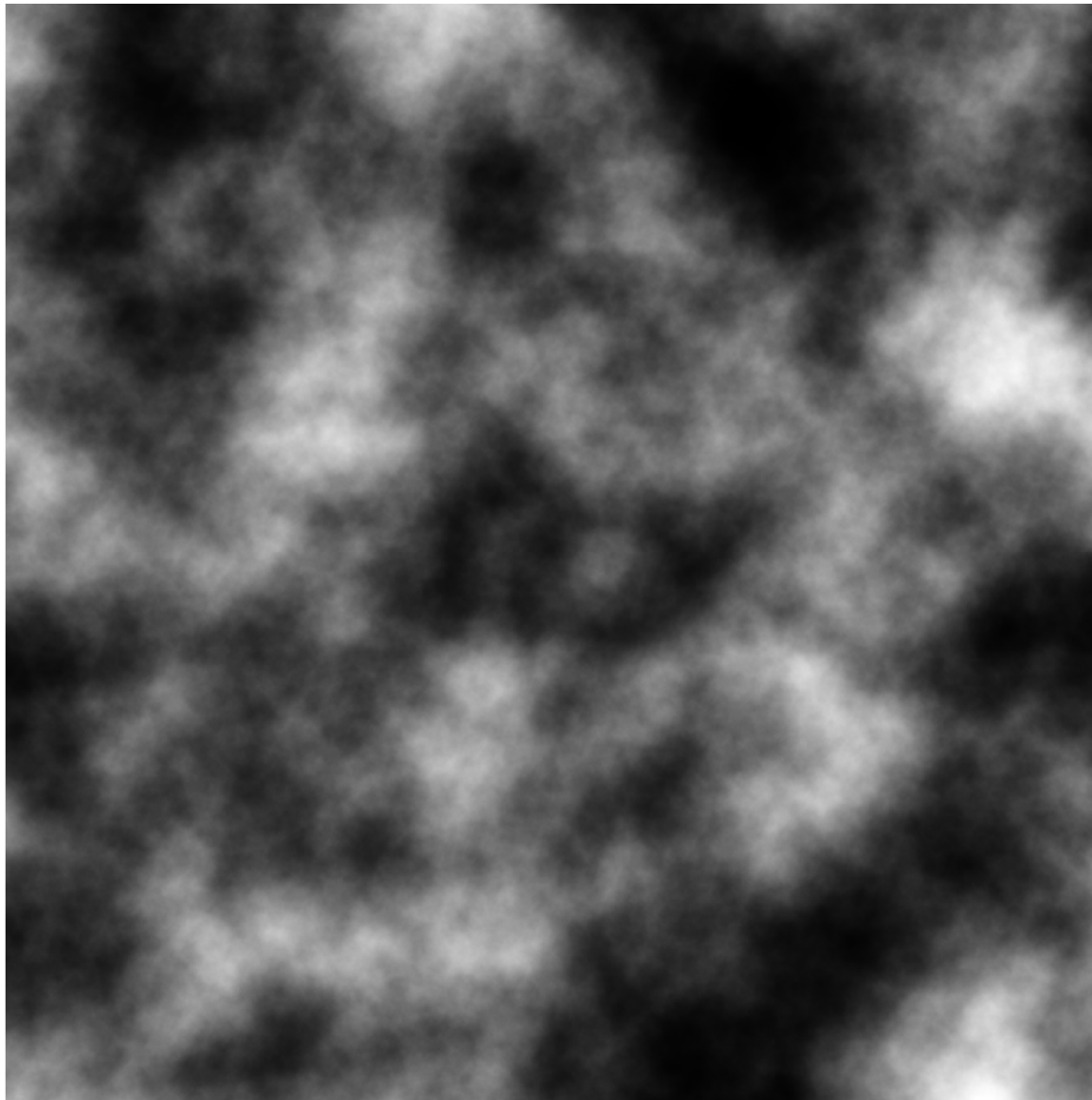


Figure 8.11: Displacement map used in terrain example

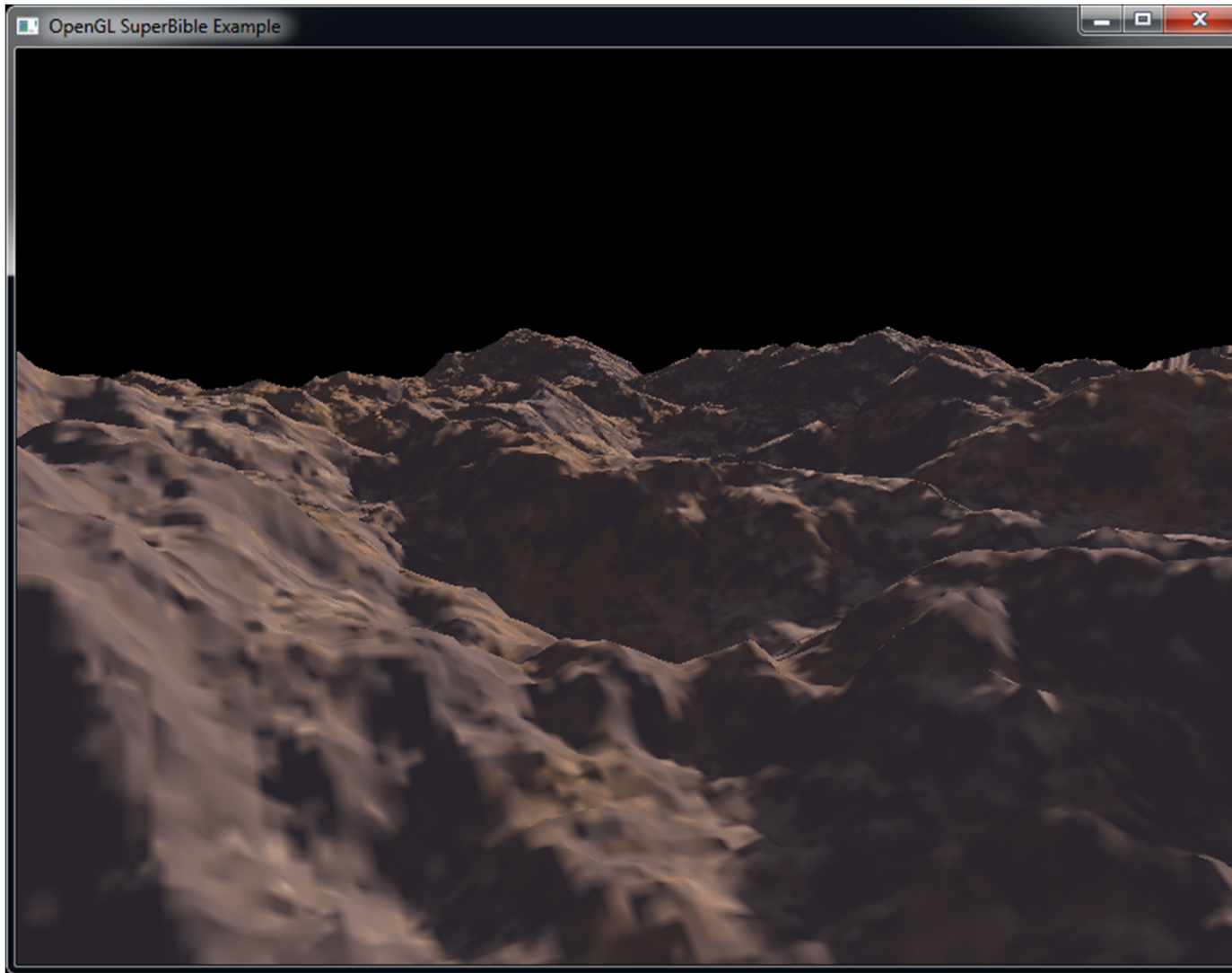


Figure 8.12: Terrain rendered using tessellation

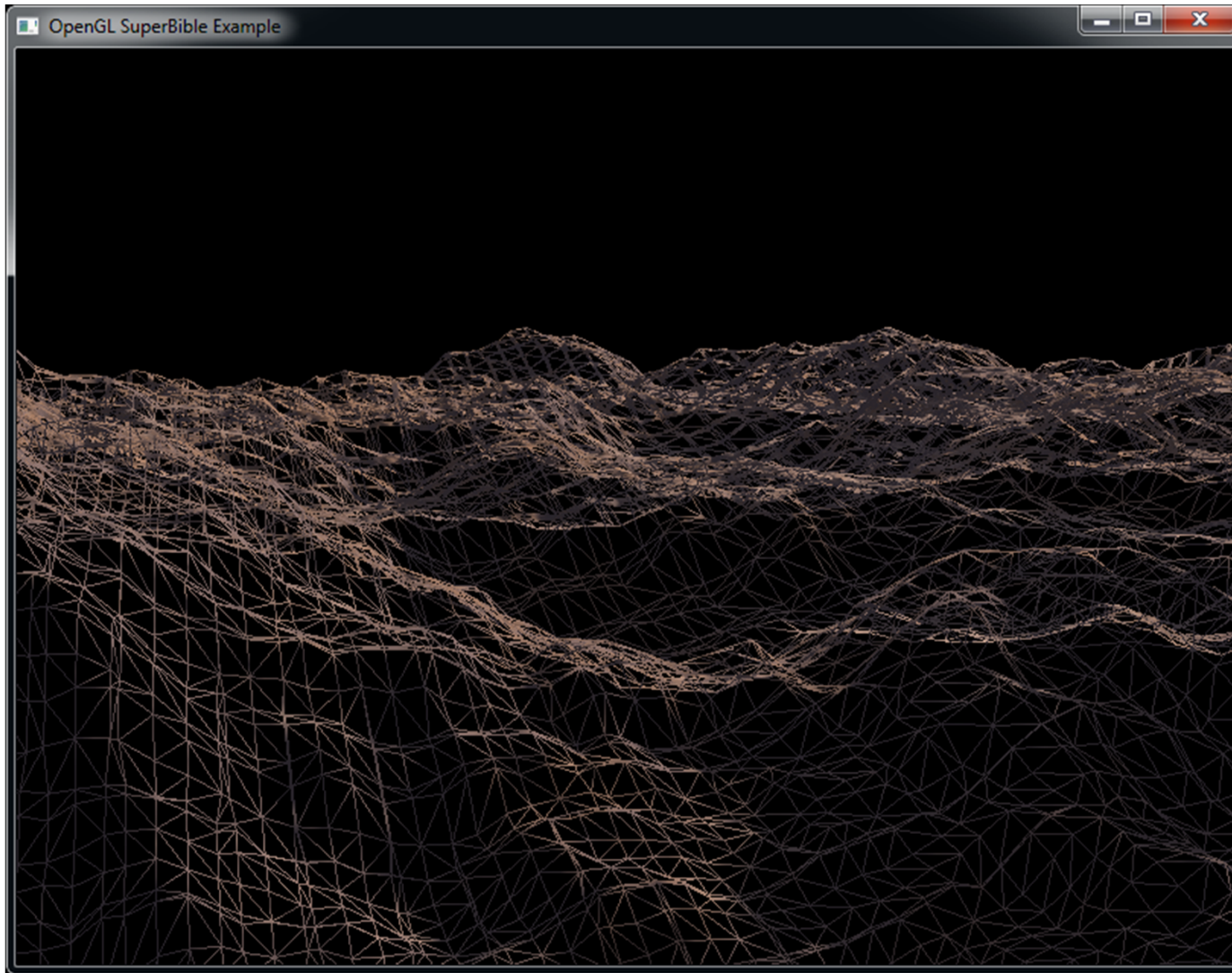


Figure 8.13: Tessellated terrain in wireframe

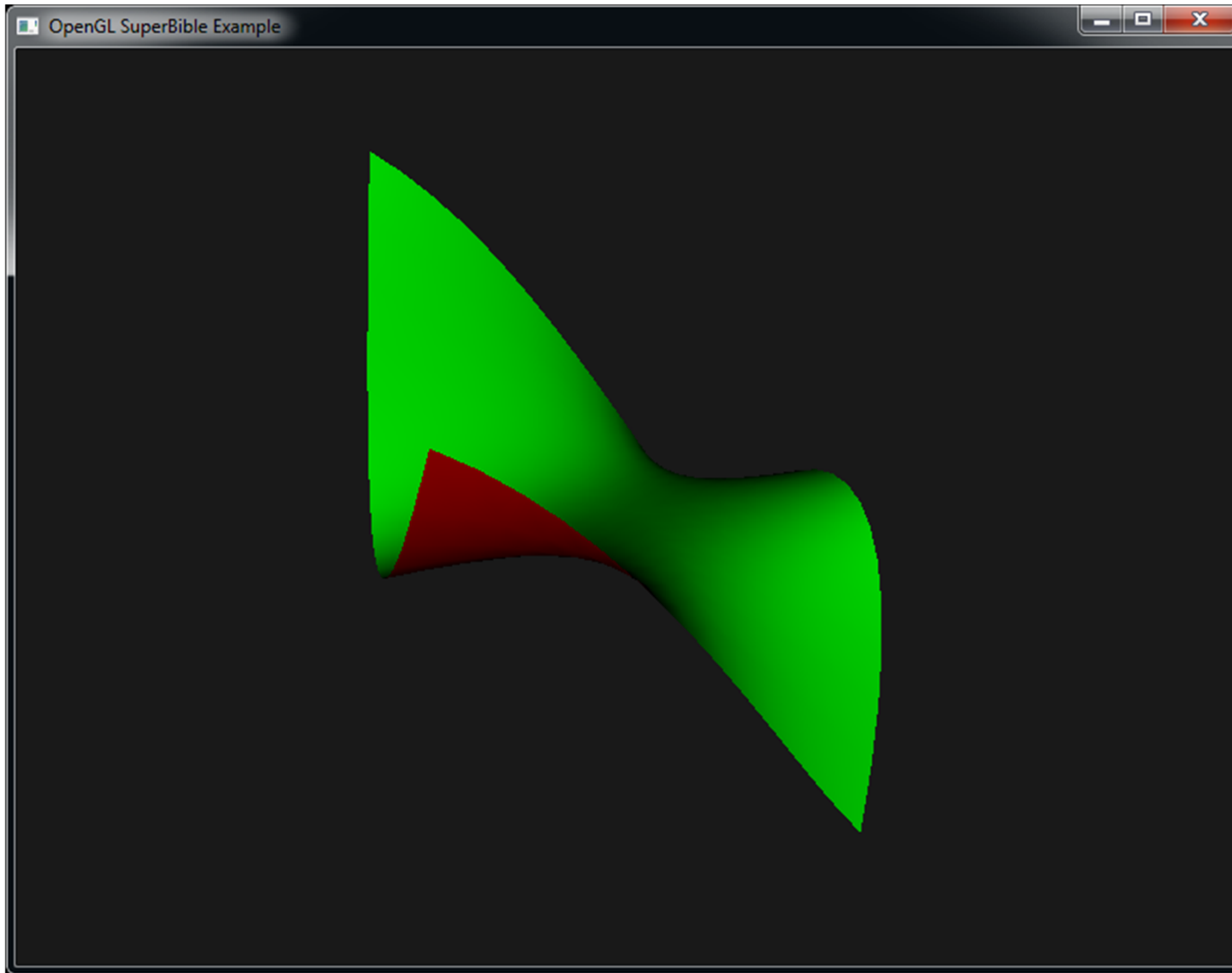


Figure 8.14: Final rendering of a cubic Bézier patch

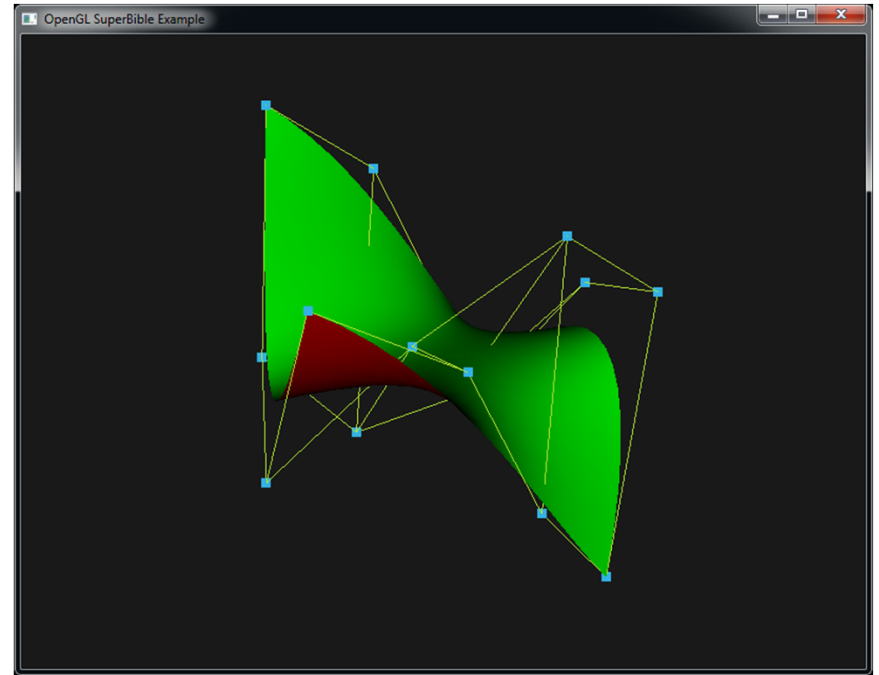
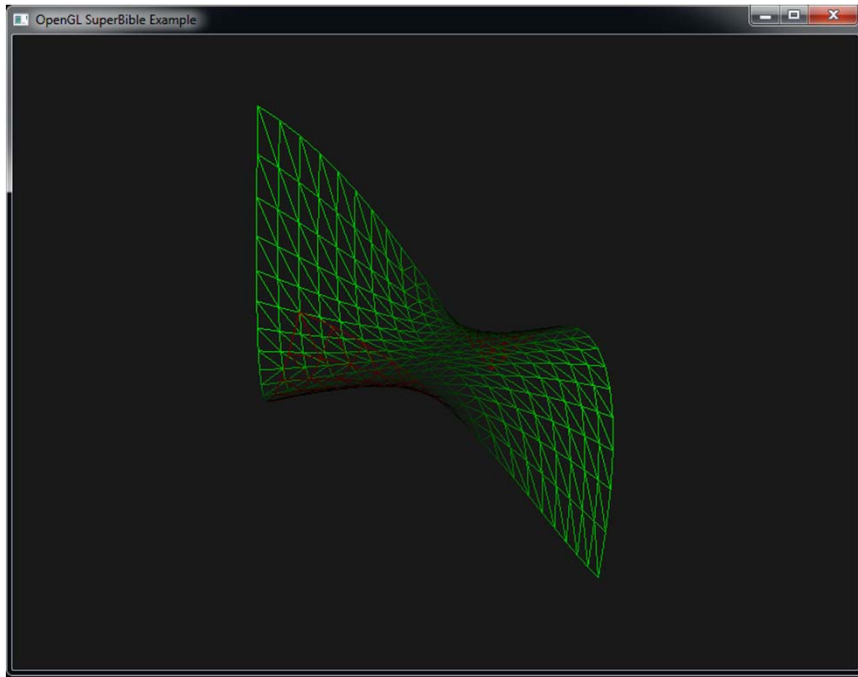


Figure 8.15: A Bézier patch and its control cage

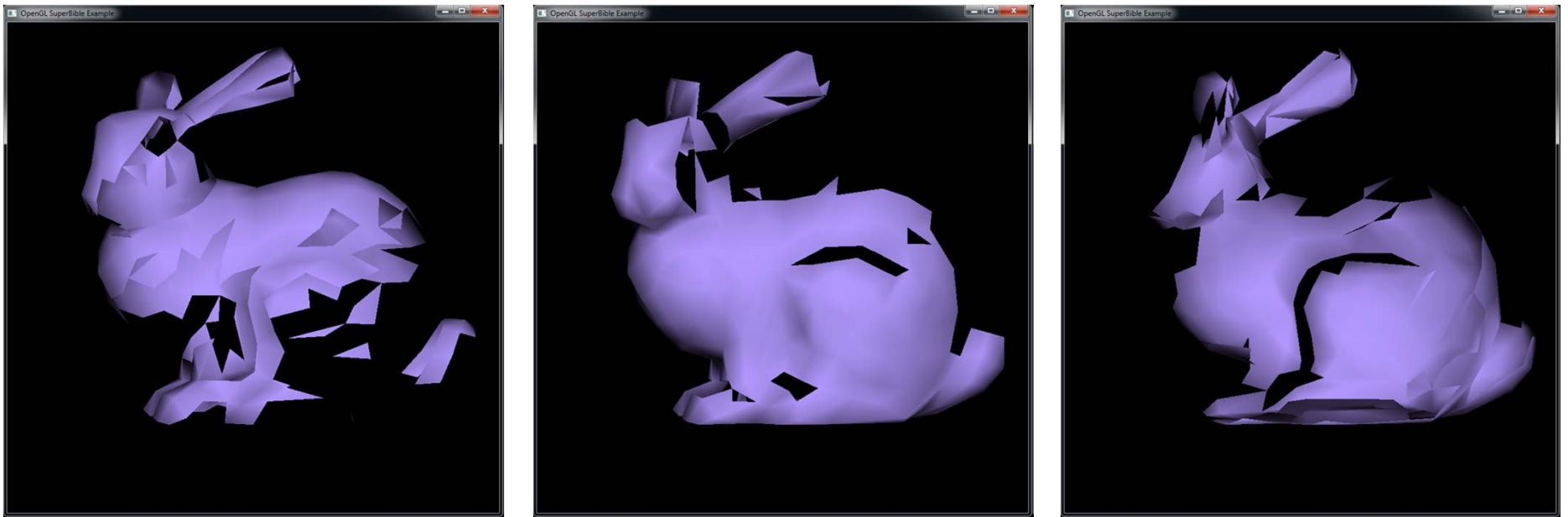


Figure 8.16: Geometry culled from different viewpoints

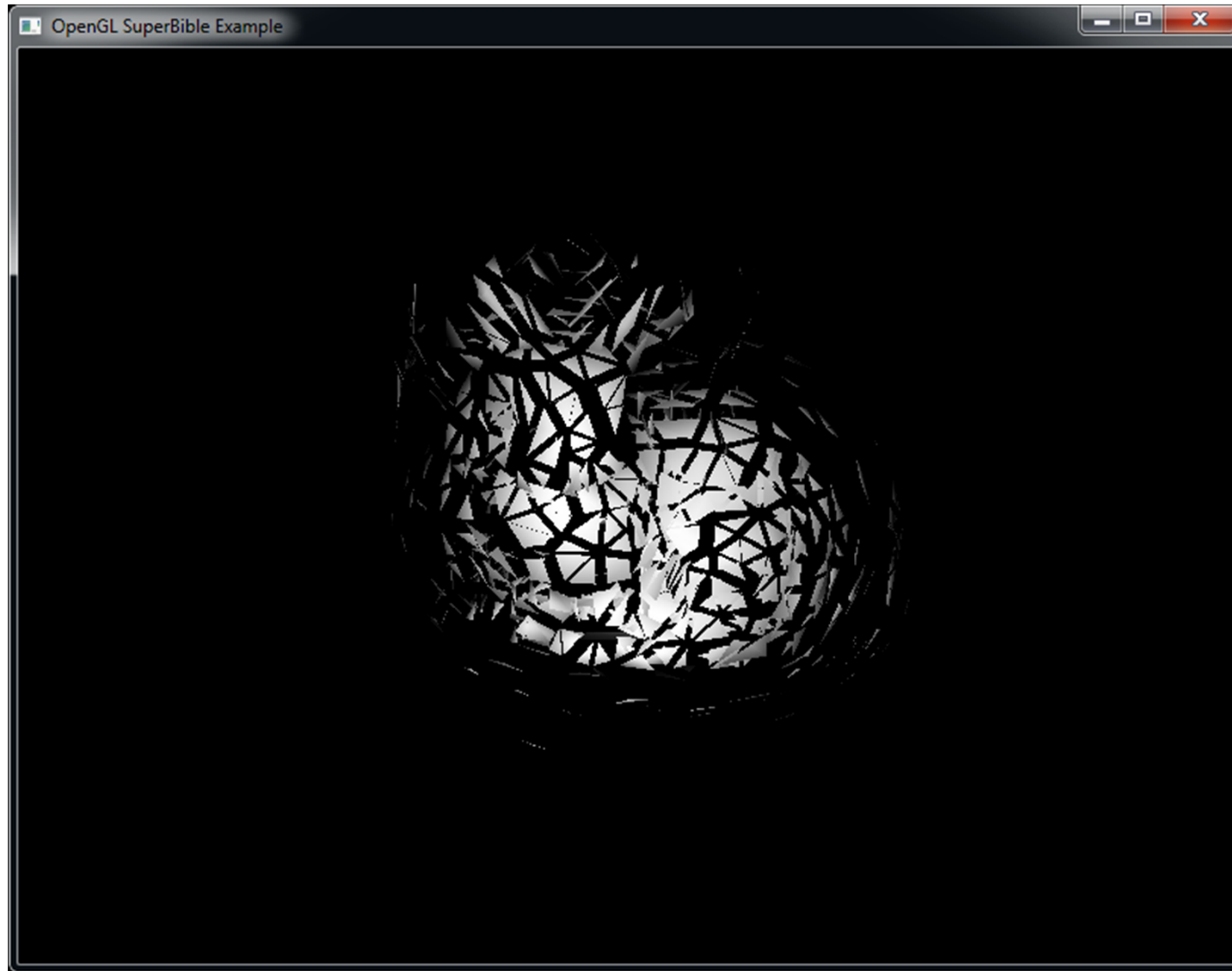


Figure 8.17: Exploding a model using the geometry shader

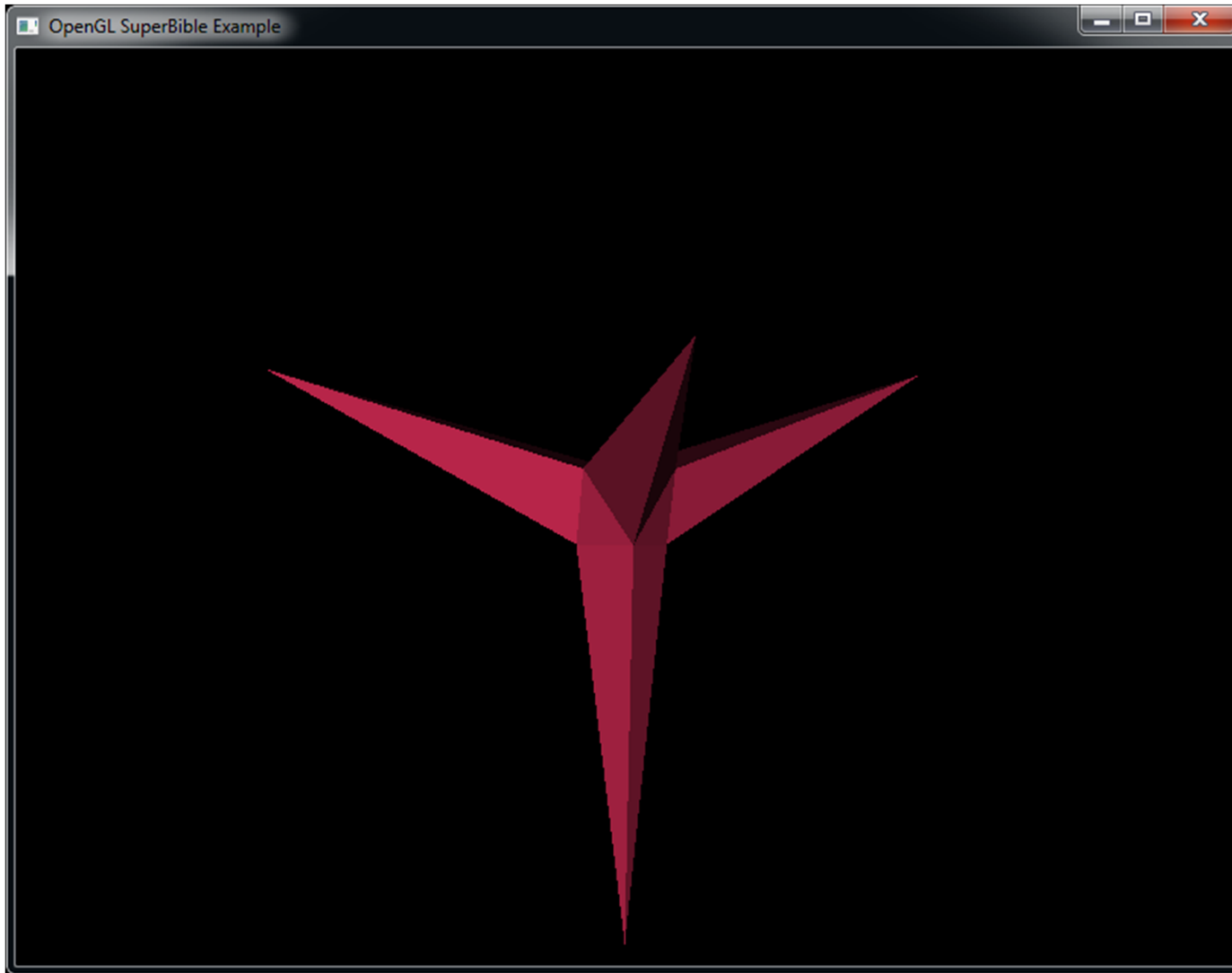


Figure 8.18: Basic tessellation using the geometry shader

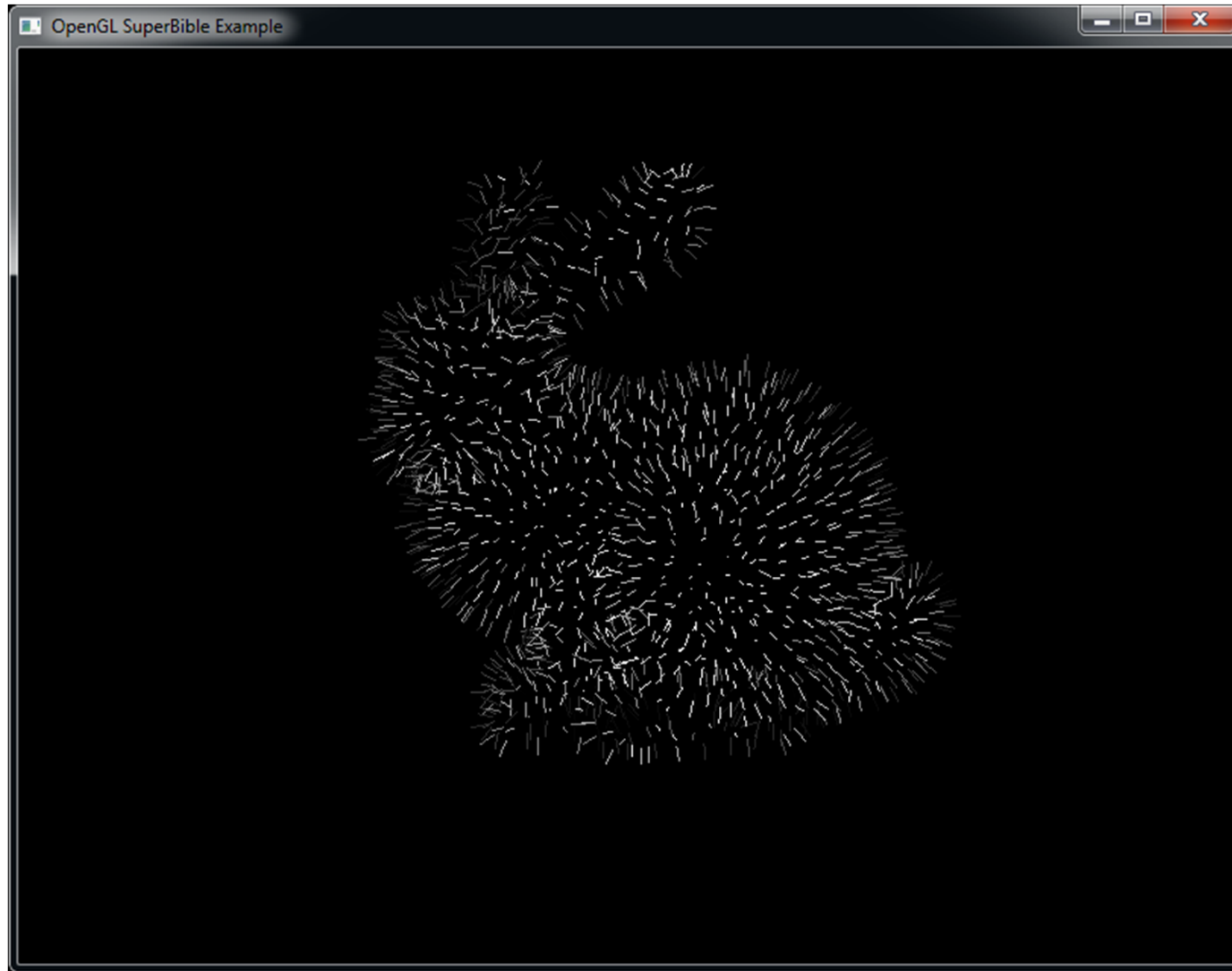


Figure 8.19: Displaying the normals of a model using a geometry shader.

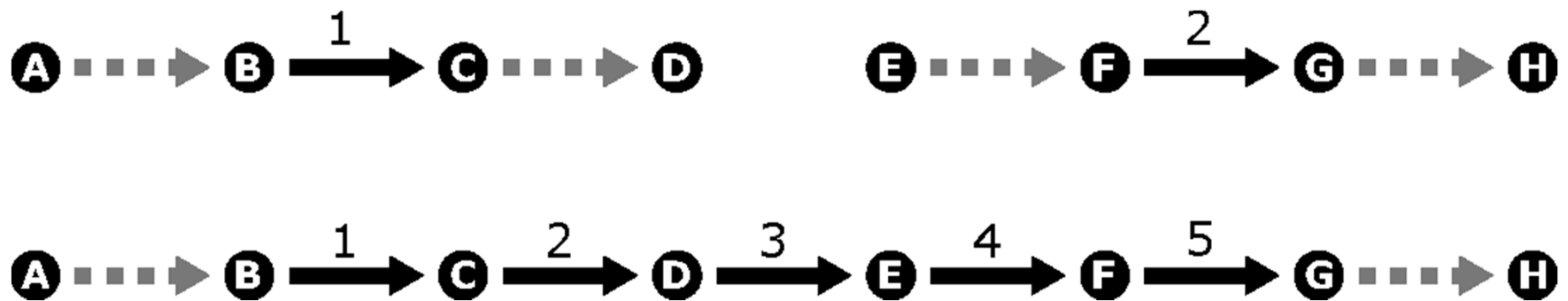


Figure 8.20: Lines produced using lines with adjacency primitives

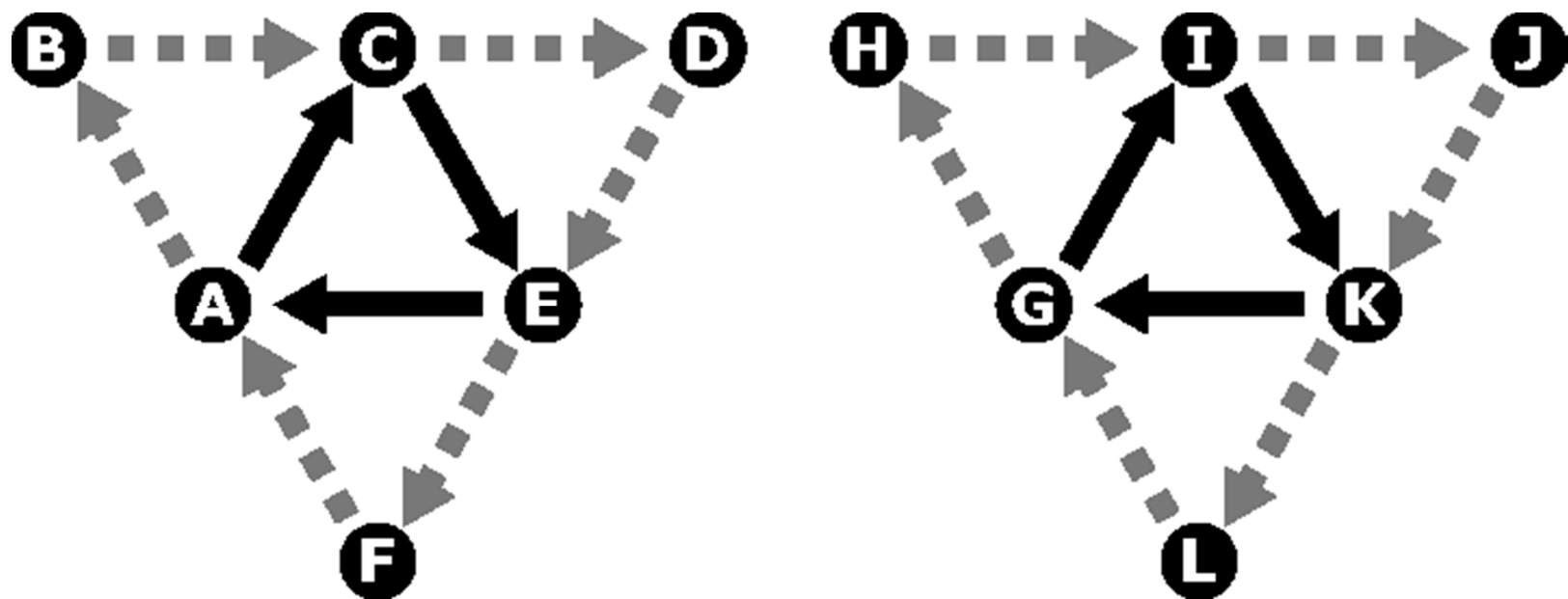


Figure 8.21: Triangles produced using `GL_TRIANGLES_ADJACENCY`

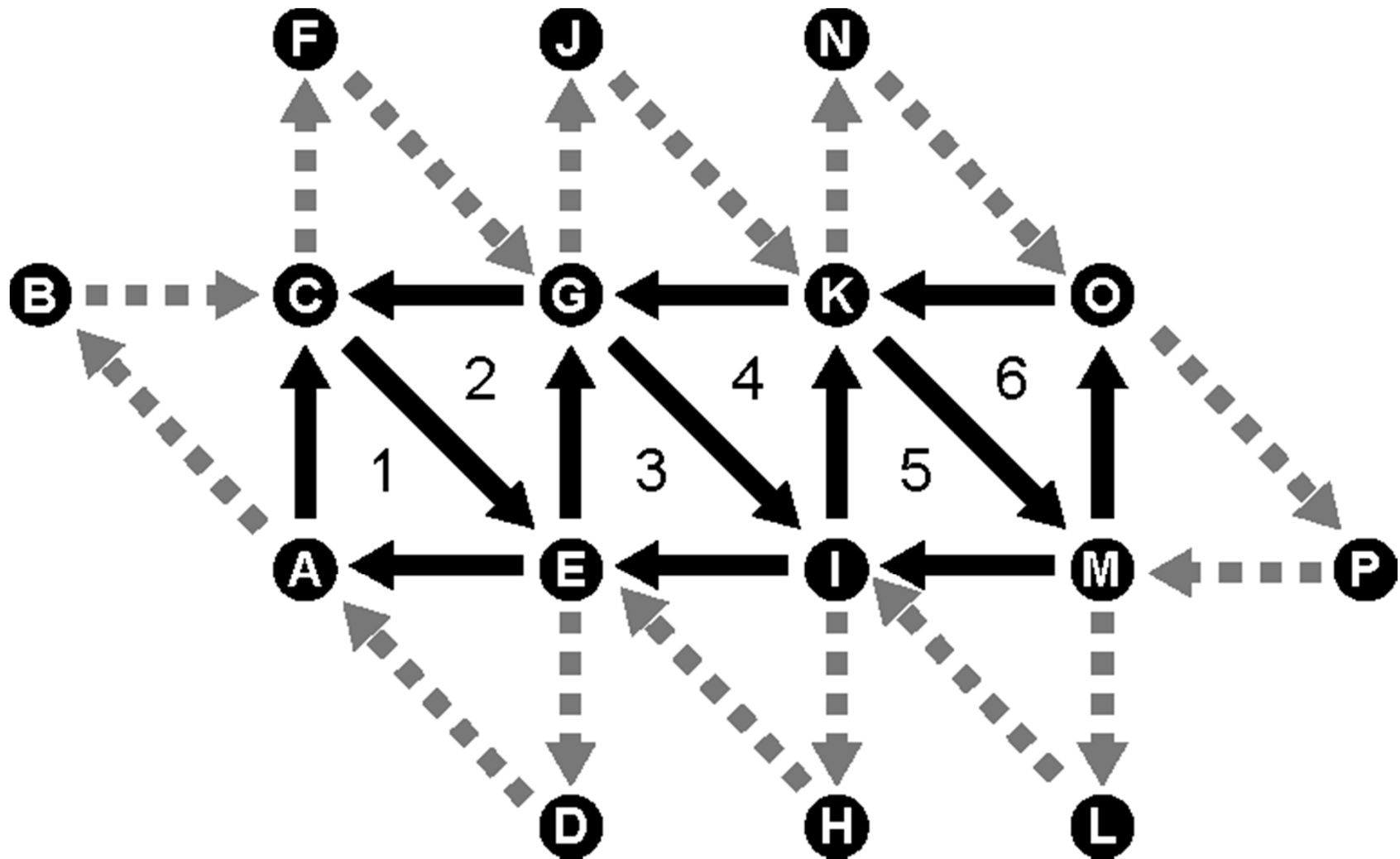


Figure 8.22: Triangles produced using GL_TRIANGLE_STRIP_ADJACENCY

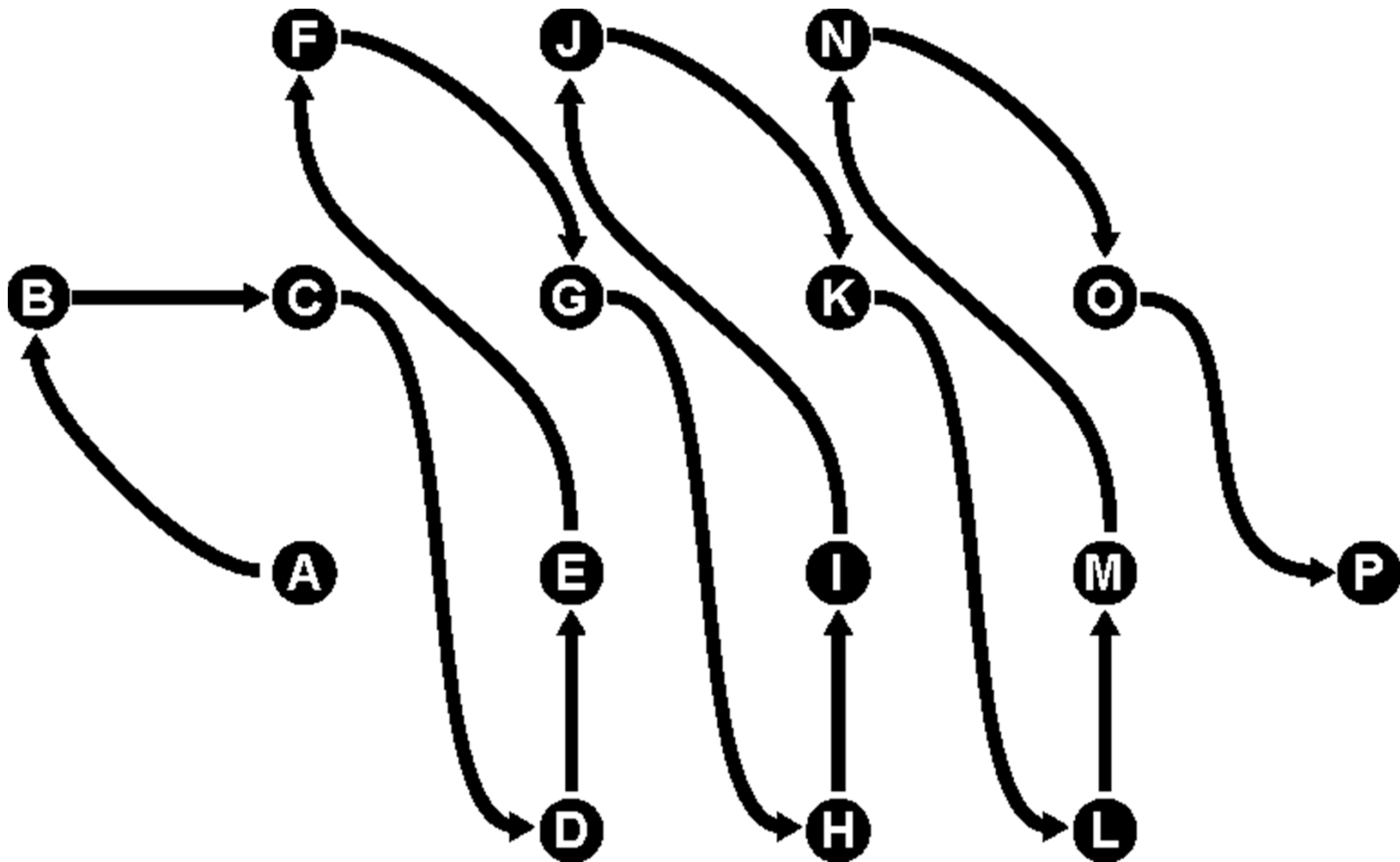


Figure 8.23: Ordering of vertices for GL_TRIANGLE_STRIP_ADJACENCY

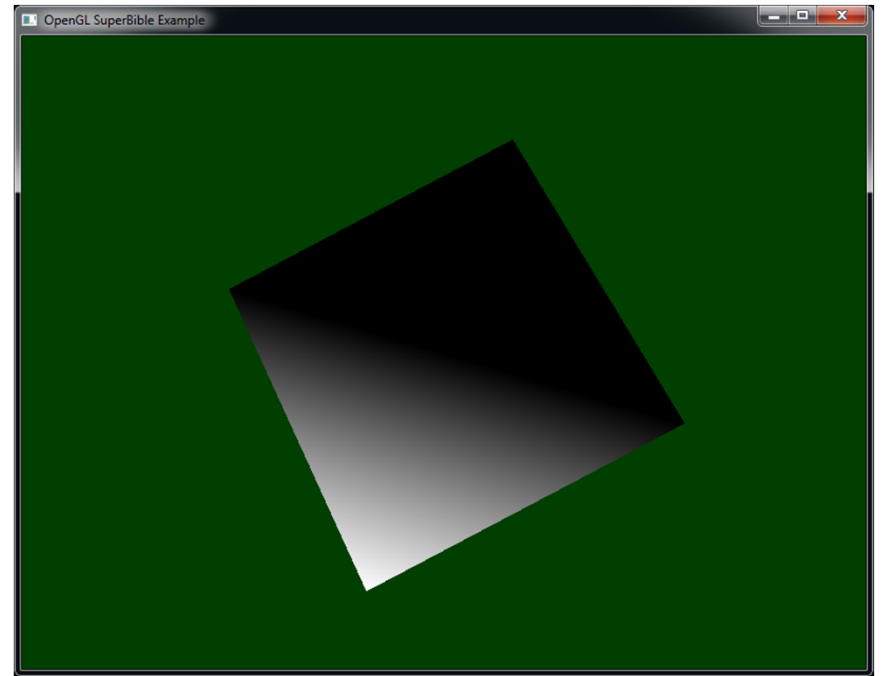
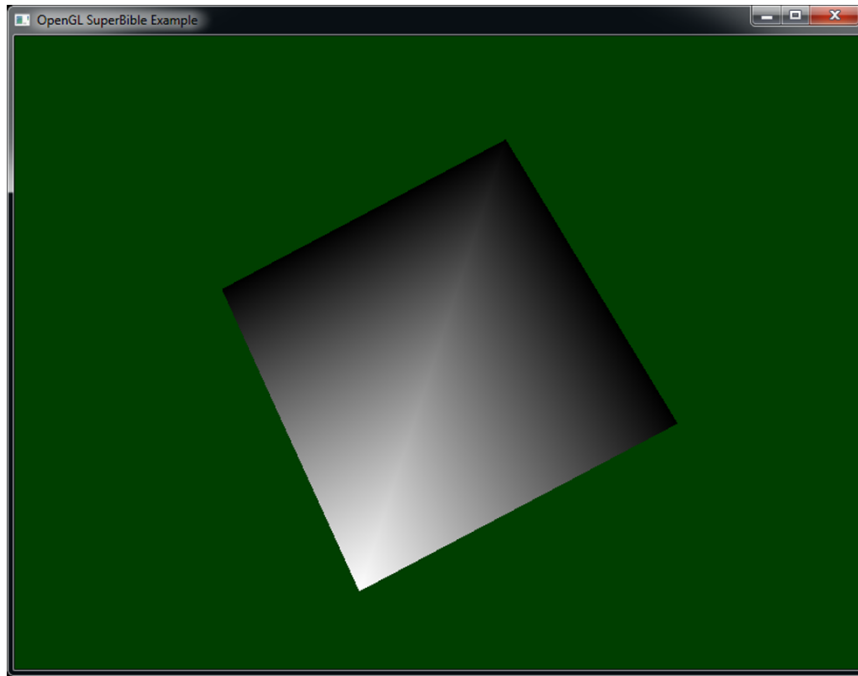


Figure 8.24: Rendering a quad using a pair of triangles

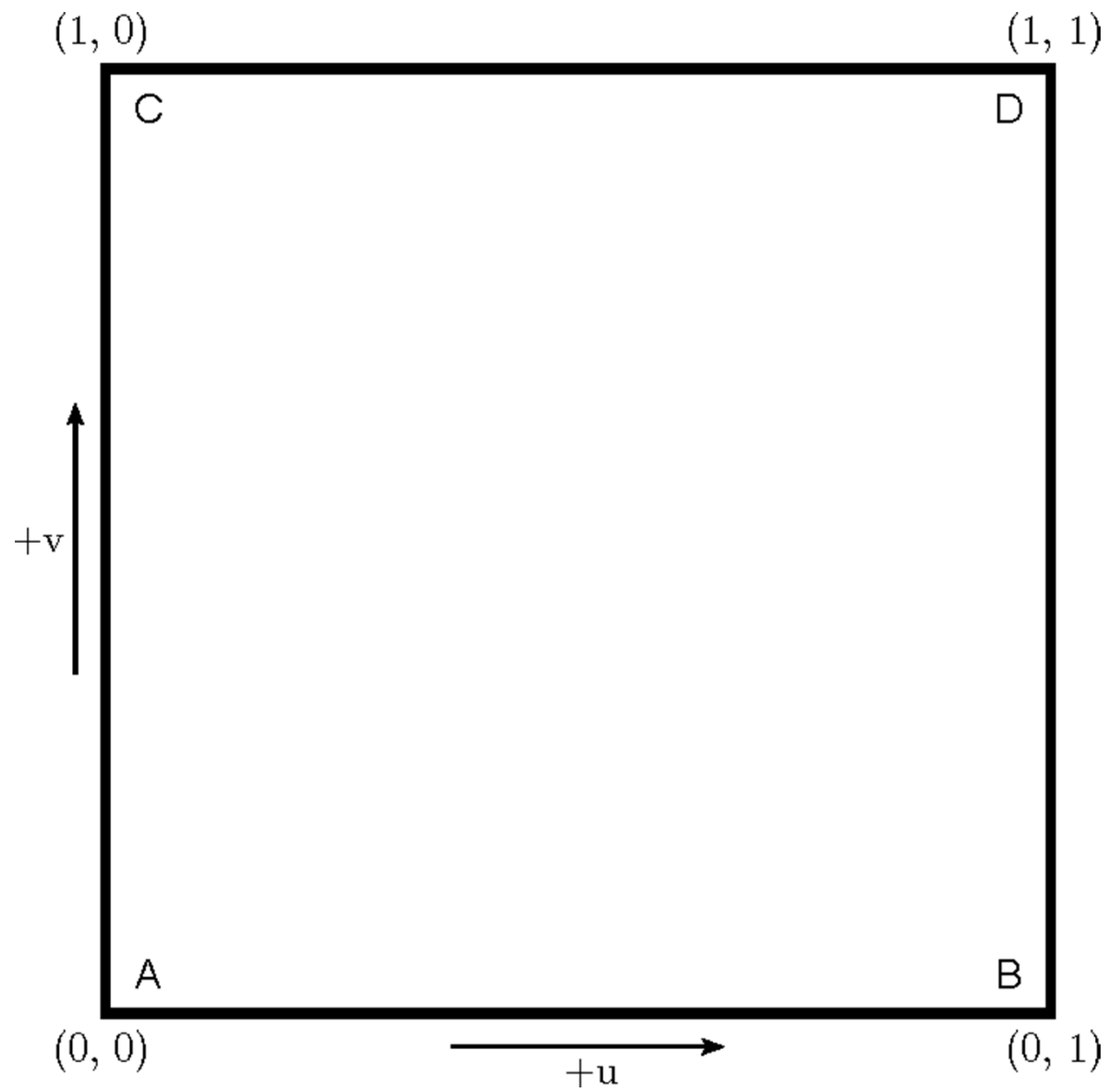


Figure 8.25: Parameterization of a quad

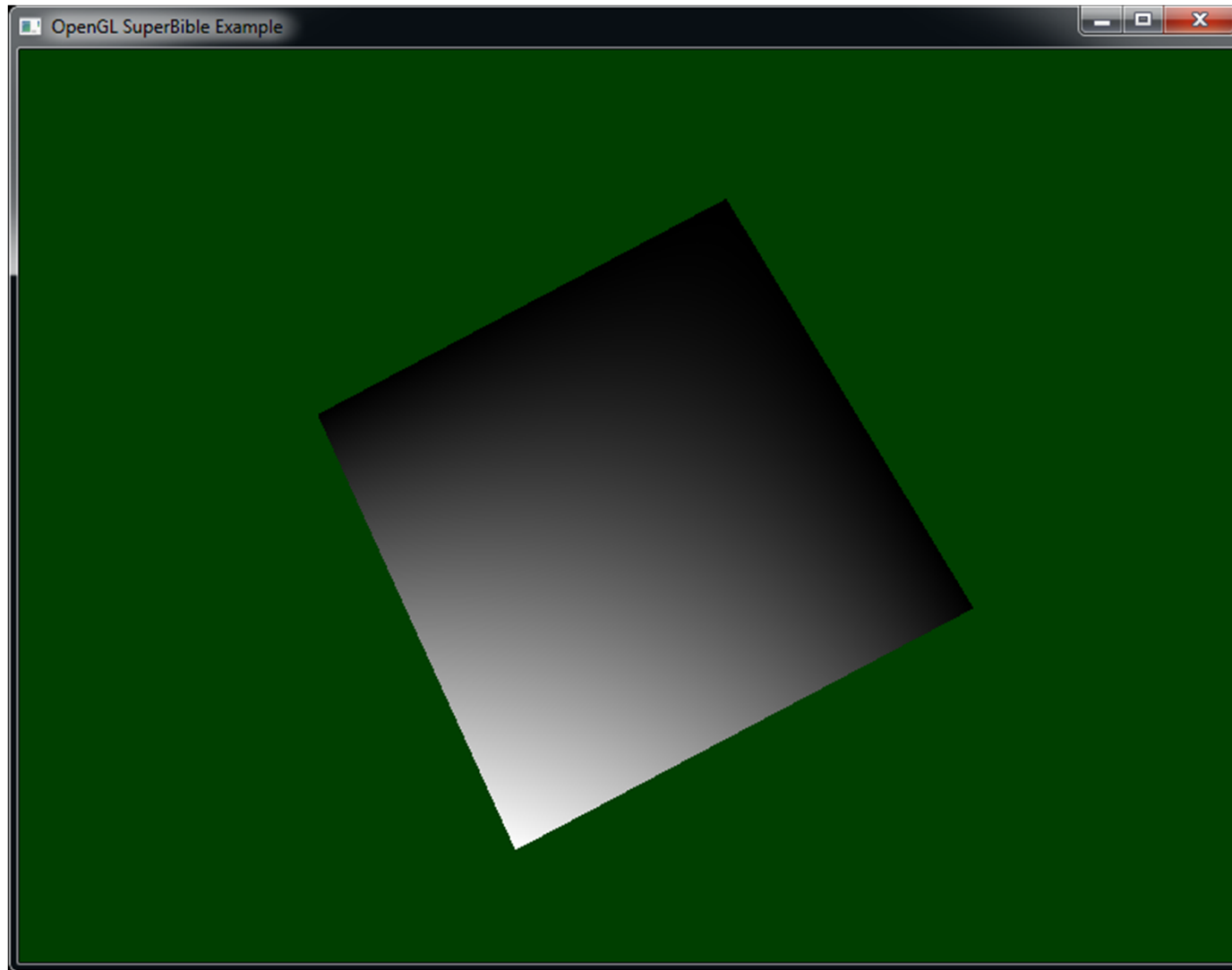


Figure 8.26: Quad rendered using a geometry shader

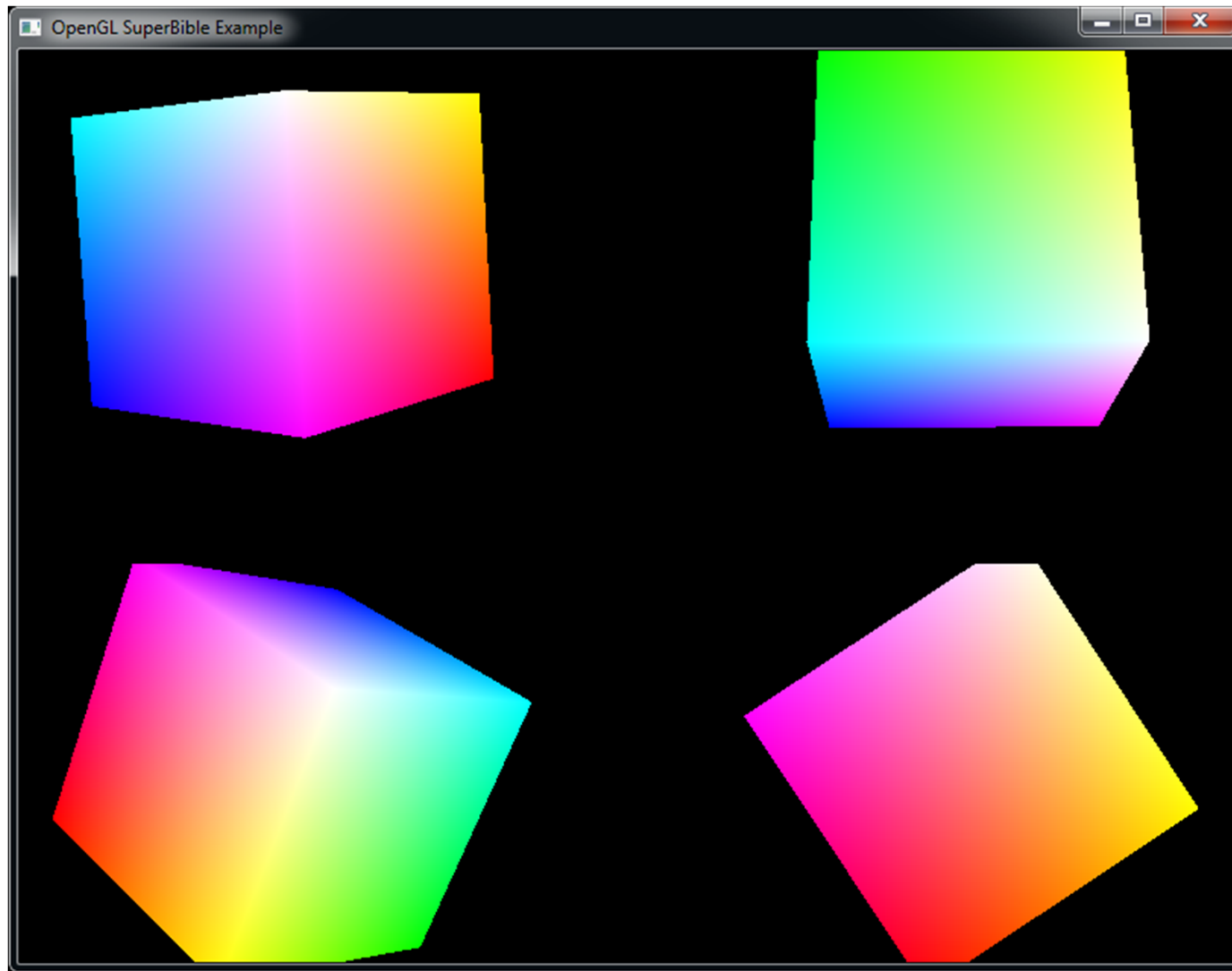


Figure 8.27: Result of rendering to multiple viewports