3D Rendering

Figure 4: Triangle Pipeline Block Diagram

Figure 2: Renderer Screenshots

Application: 3D Rendering/Rasterization
Structural Patterns: DLP, Pipelining,
Computational Patterns: Dense Linear Algebra, FSMs
Machine Organization: SIMD
PMS Layer: FSM, In-order Pipeline, Banked Memory, Crossbar
FIFOs, Multiport memory (screen buffer)
