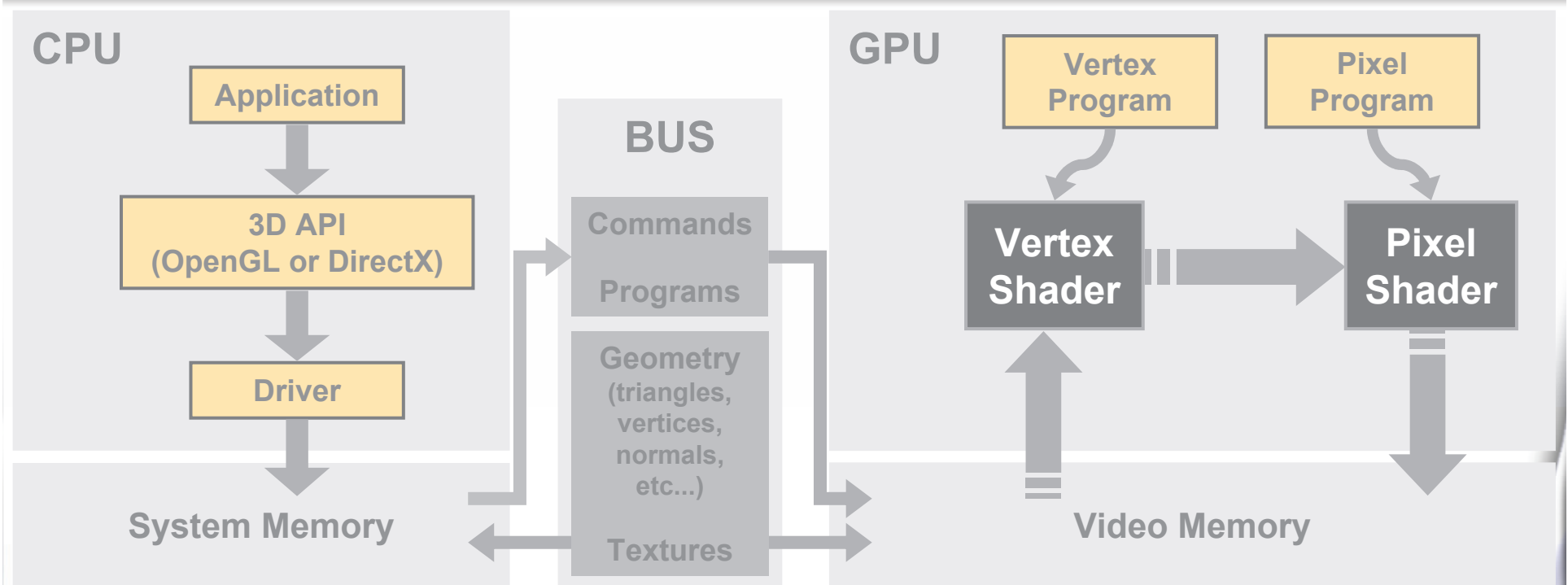


PC Graphics Software Architecture



- The application, 3D API and driver are written in C or C++
- The vertex and pixel programs are written in a **high-level shading language** (Cg, DirectX HLSL, OpenGL Shading Language)