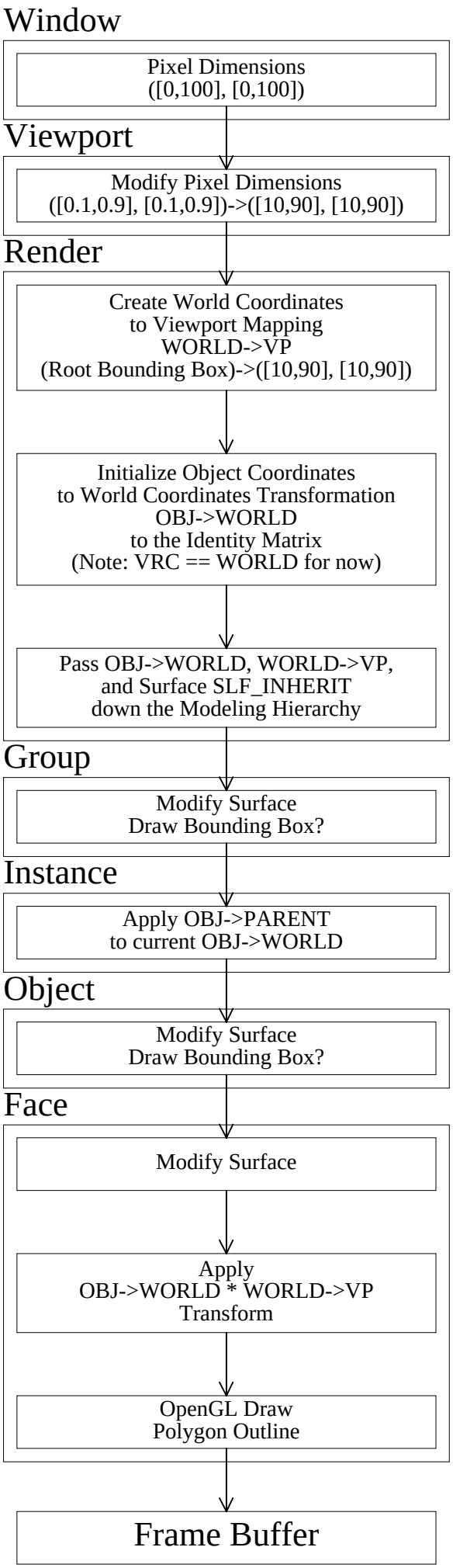
Window
Pixel Dimensions
([0,100], [0,100])
Viewport
Modify Pixel Dimensions
([0.1,0.9], [0.1,0.9])->([10,90], [10,90])
Render
Create World Coordinates
to Viewport Mapping
WORLD->VP
(Root Bounding Box)->([10,90], [10,90])
Initialize Object Coordinates
to World Coordinates Transformation
OBJ->WORLD
to the Identity Matrix
(Note: VRC == WORLD for now)
Pass OBJ->WORLD, WORLD->VP,
and Surface SLF_INHERIT
down the Modeling Hierarchy
Group
Modify Surface
Draw Bounding Box?
Instance
Apply OBJ->PARENT
to current OBJ->WORLD
Object
Modify Surface
Draw Bounding Box?
Face
Modify Surface
Apply
OBJ->WORLD * WORLD->VP
Transform
OpenGL Draw
Polygon Outline
Frame Buffer