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Specifically, the real-time rendering pipeline consists of three conceptual stages: the application stage, the geometry stage, and the rasterizing stage. I won't bore you any longer with digging any deeper into that bottomless technical well, but the end result is an animation that is rendered in what appears to be real-time, and is measured ...

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Real-time computer graphics or real-time rendering is the sub-field of computer graphics focused on producing and analyzing images in real time.The term can refer to anything from rendering an application's graphical user interface to real-time image analysis, but is most often used in reference to interactive 3D computer graphics, typically using a graphics processing unit (GPU).