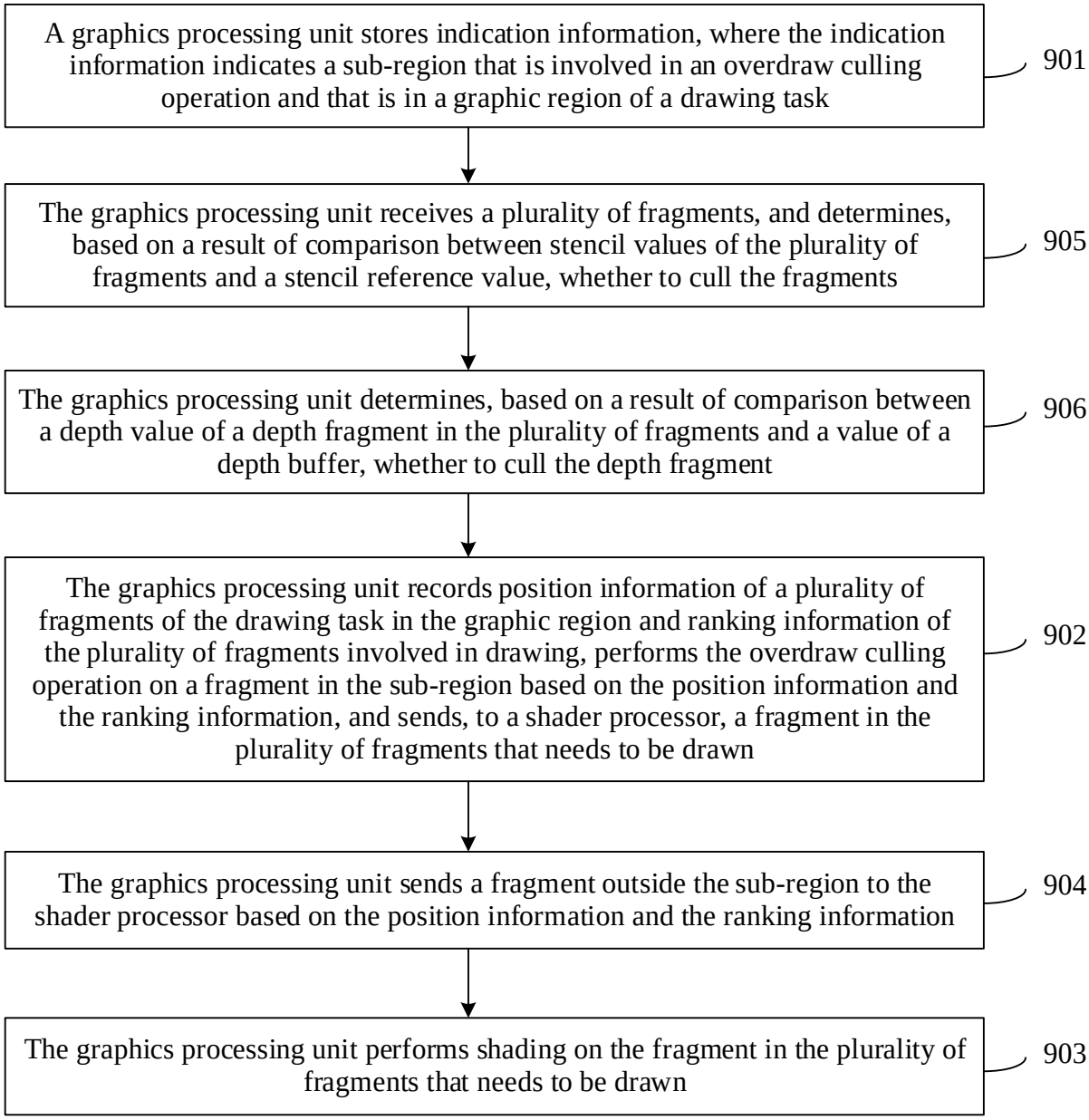

A graphics processing unit stores indication information, where the indication information indicates a sub-region that is involved in an overdraw culling operation and that is in a graphic region of a drawing task
901
The graphics processing unit receives a plurality of fragments, and determines, based on a result of comparison between stencil values of the plurality of fragments and a stencil reference value, whether to cull the fragments
905
The graphics processing unit determines, based on a result of comparison between a depth value of a depth fragment in the plurality of fragments and a value of a depth buffer, whether to cull the depth fragment
906
The graphics processing unit records position information of a plurality of fragments of the drawing task in the graphic region and ranking information of the plurality of fragments involved in drawing, performs the overdraw culling operation on a fragment in the sub-region based on the position information and the ranking information, and sends, to a shader processor, a fragment in the plurality of fragments that needs to be drawn
902
The graphics processing unit sends a fragment outside the sub-region to the shader processor based on the position information and the ranking information
904
The graphics processing unit performs shading on the fragment in the plurality of fragments that needs to be drawn
903

FIG. 10