

16. The method of claim 1, wherein the method is part of a graphics pipeline process that complies with DirectX11.

17. An apparatus comprising:

means for storing triangle index information in at least one memory, the triangle index information to include a center of an inner most ring and continue to an outer most ring in a spiral-like manner and

means for accessing stored triangle index information for a patch tessellation, wherein accessing the at least one memory causes output of the stored triangle index information from the center of the inner most ring to the outer most ring in the spiral-like manner.

18. The apparatus of claim 17, wherein an amount of accessed triangle index information for the patch tessellation depends at least in part on a specified inner tessellation factor, the inner tessellation factor related to a size of the patch tessellation.

19. The apparatus of claim 17, wherein triangle index information relates to triangle end points.

20. The apparatus of claim 17, further comprising:

means for retrieving odd factor inner tessellation domain points from a first domain point buffer and

means for retrieving even factor inner tessellation domain points from a second domain point buffer.

21. The apparatus of claim 17, further comprising:

means for accessing domain points in signed integer format and

means for converting the domain points to [0,1] domain, wherein triangle index information are related to domain points.

22. The apparatus of claim 17, further comprising:

means for determining triangulation of an outer band of the patch tessellation.

23. The apparatus of claim 1, wherein the means for accessing is part of a graphics pipeline that complies with DirectX11.

16. The method of claim 10, wherein the method is part of a graphics pipeline process that complies with DirectX11.

17. An apparatus comprising:

means for storing triangle index information in at least one memory, the triangle index information to include a center of an inner most ring and continue to an outer most ring in a spiral-like manner and

means for accessing stored triangle index information for a patch tessellation, wherein accessing the at least one memory causes output of the stored triangle index information from the center of the inner most ring to the outer most ring in the spiral-like manner.

18. The apparatus of claim 17, wherein an amount of accessed triangle index information for the patch tessellation depends at least in part on a specified inner tessellation factor, the inner tessellation factor related to a size of the patch tessellation.

19. The apparatus of claim 17, wherein triangle index information relates to triangle end points.

20. The apparatus of claim 17, further comprising:

means for retrieving odd factor inner tessellation domain points from a first domain point buffer and

means for retrieving even factor inner tessellation domain points from a second domain point buffer.

21. The apparatus of claim 17, further comprising:

means for accessing domain points in signed integer format and

means for converting the domain points to [0,1] domain, wherein triangle index information are related to domain points.

22. The apparatus of claim 17, further comprising:

means for determining triangulation of an outer band of the patch tessellation.

23. The apparatus of claim 17, wherein the means for accessing is part of a graphics pipeline that complies with DirectX11.