GRAPHICS PROCESSING UNIT AND GRAPHICS DRAWING METHOD

ABSTRACT

Embodiments of this disclosure provide a graphics processing unit and a graphics drawing method, and relate to the field of chip technologies, to resolve a problem of overdrawing when an existing graphics processing unit executes a drawing task. A specific solution is as follows: A graphics processing unit includes a culling module and a shader processor, the culling module includes a register and an overdraw culling module, and an output end of the overdraw culling module is coupled to an input end of the shader processor. The register is configured to store 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. The overdraw culling module is configured to: record 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, perform the overdraw culling operation on a fragment in the sub-region based on the position information and the ranking information, and send, to the shader processor, a fragment in the plurality of fragments that needs to be drawn. The shader processor is configured to perform shading on the fragment in the plurality of fragments that needs to be drawn.

FIG. 4