Graphics pipeline:
IN: triangles, vertices
OUT: colored pixels

Hard to tell because of overlapping objects.

Q2: A display list was called many times.

Select that pixel.

2nd call to that display list.

2nd wheel of 2nd car.
How to implement?

Idea:

User assigns different id numbers to the different parts depending on what user wants.

Write these ids into the color buffer instead of colors.

Read selected pixel's fake color.

Switch into special pick node.

This handles objects hiding objects.