





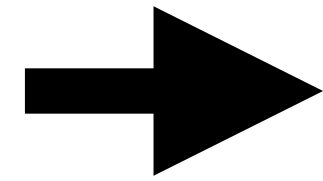
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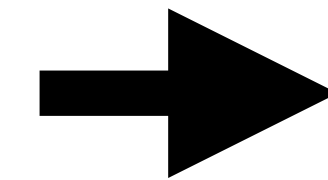
LOADING... =

How Expo Graphics Work

WebGL



EXGL



OpenGL ES

@snikhilesh & @greweb



LOADING... =