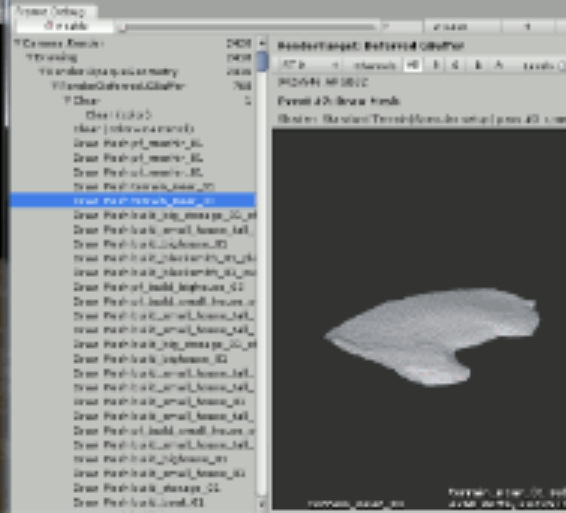
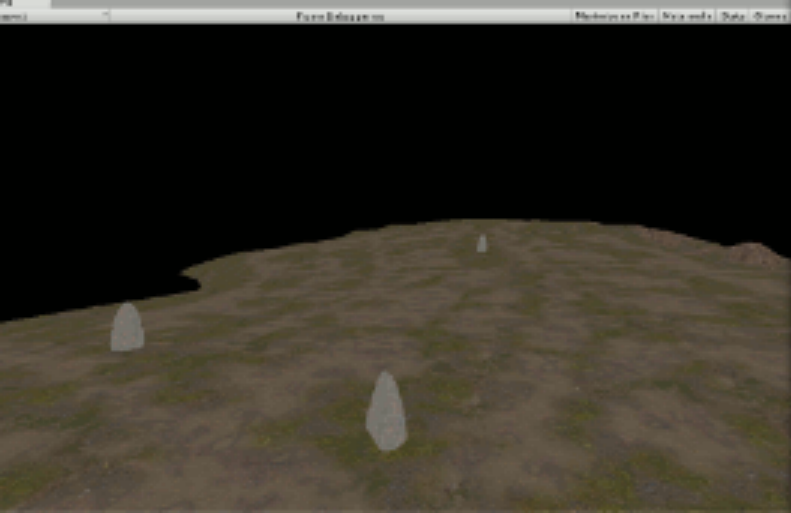
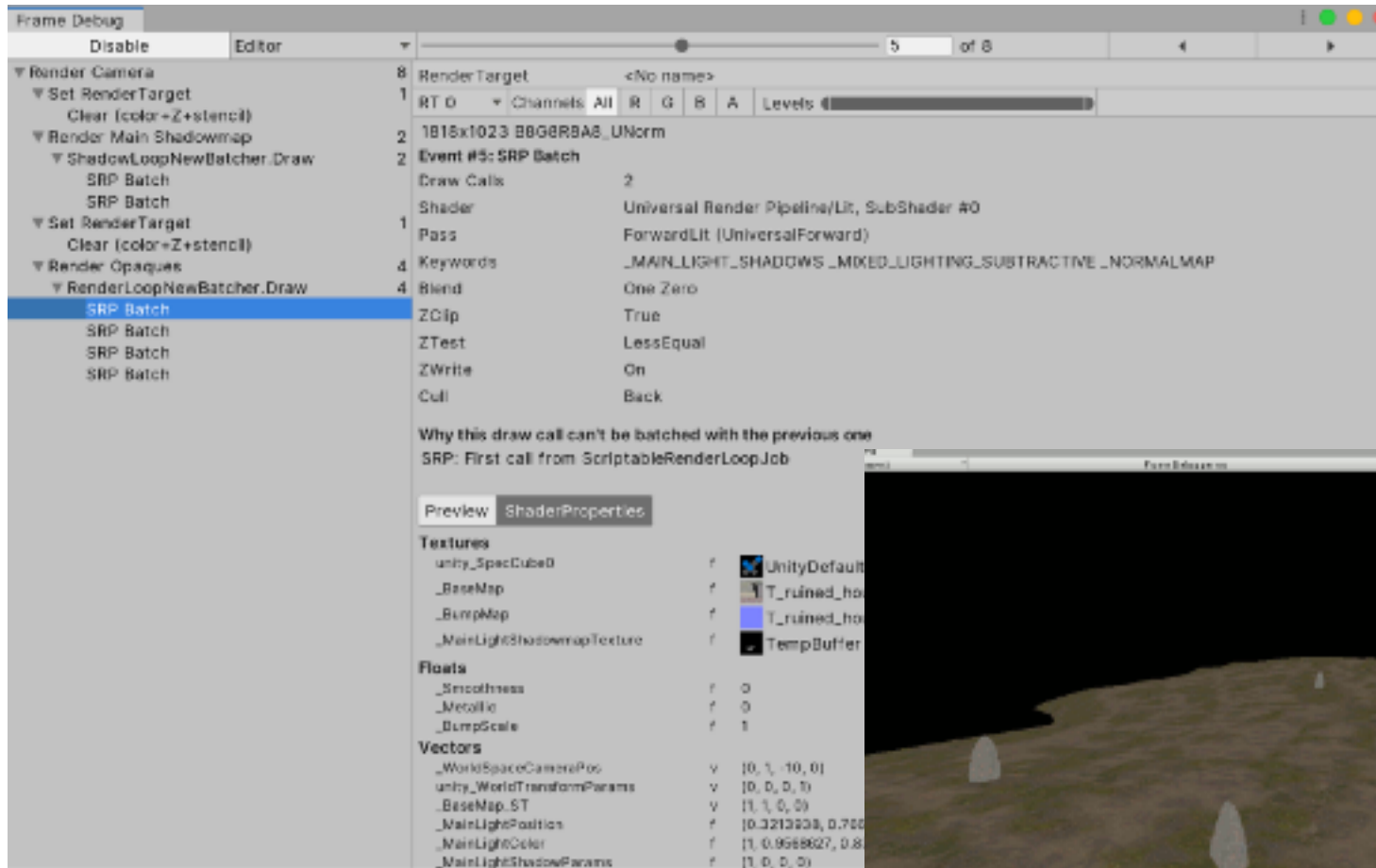


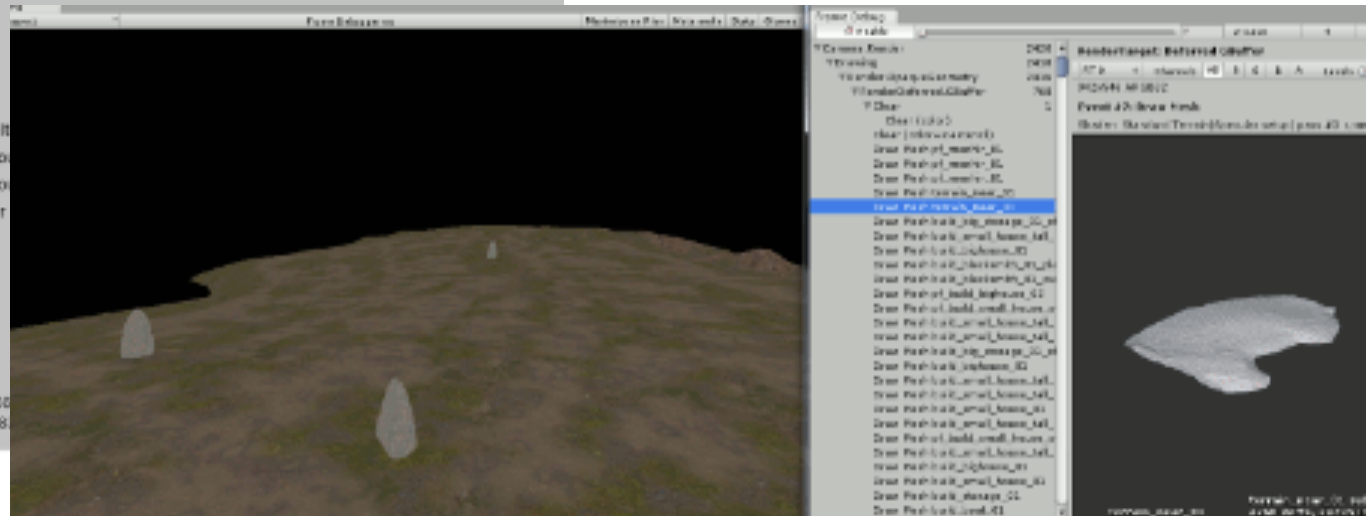
step through how
one frame is built



Frame Debugger



Step through how one frame is built



Rendering Debugger

Window > Analysis > Rendering Debugger

Example: Overdraw for overlapping objects

