Application Presenter Configuration HTML SVG HTML5 Canvas Native WebGL Native OpenGL Presenter-specific element implementations Surface Elements 3D Elements

Surface Platform

Border, Stack, TextBlock, TextBox, Button, ...

BoxModelSurface, FreePositionSurface, ...

Polygon, Camera, Light, Cube, Sphere...

3D Platform

Presenter3D

Platform Abstraction Layer (PAL)

Platform Interface PlatformElement

Buckshot Core

Object Model Data Binding Property Model Event Model Actions ObservableList<T> MVVM Resources Templates Converters FrameworkObject