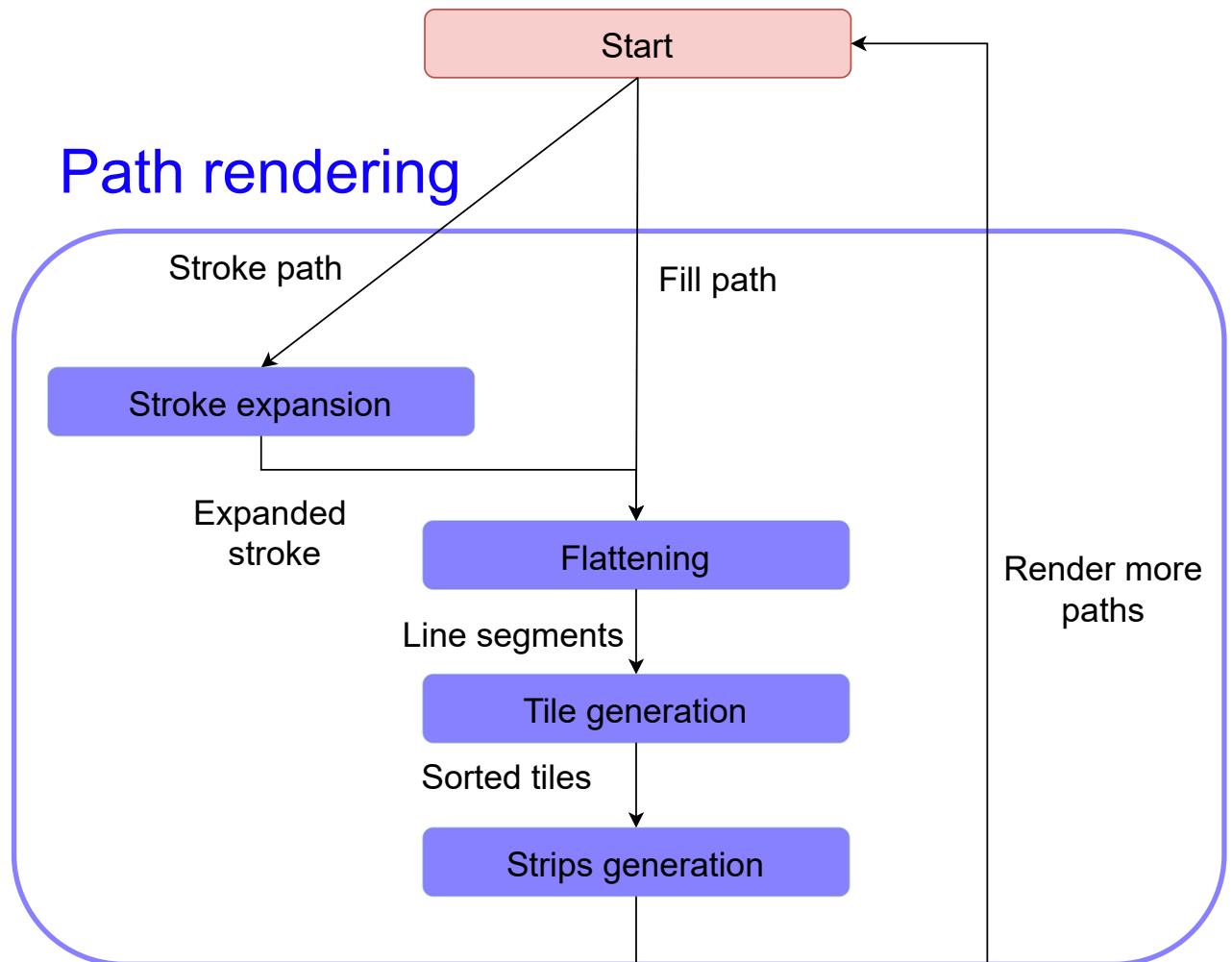


Path rendering



Coarse rasterization



Rasterization

