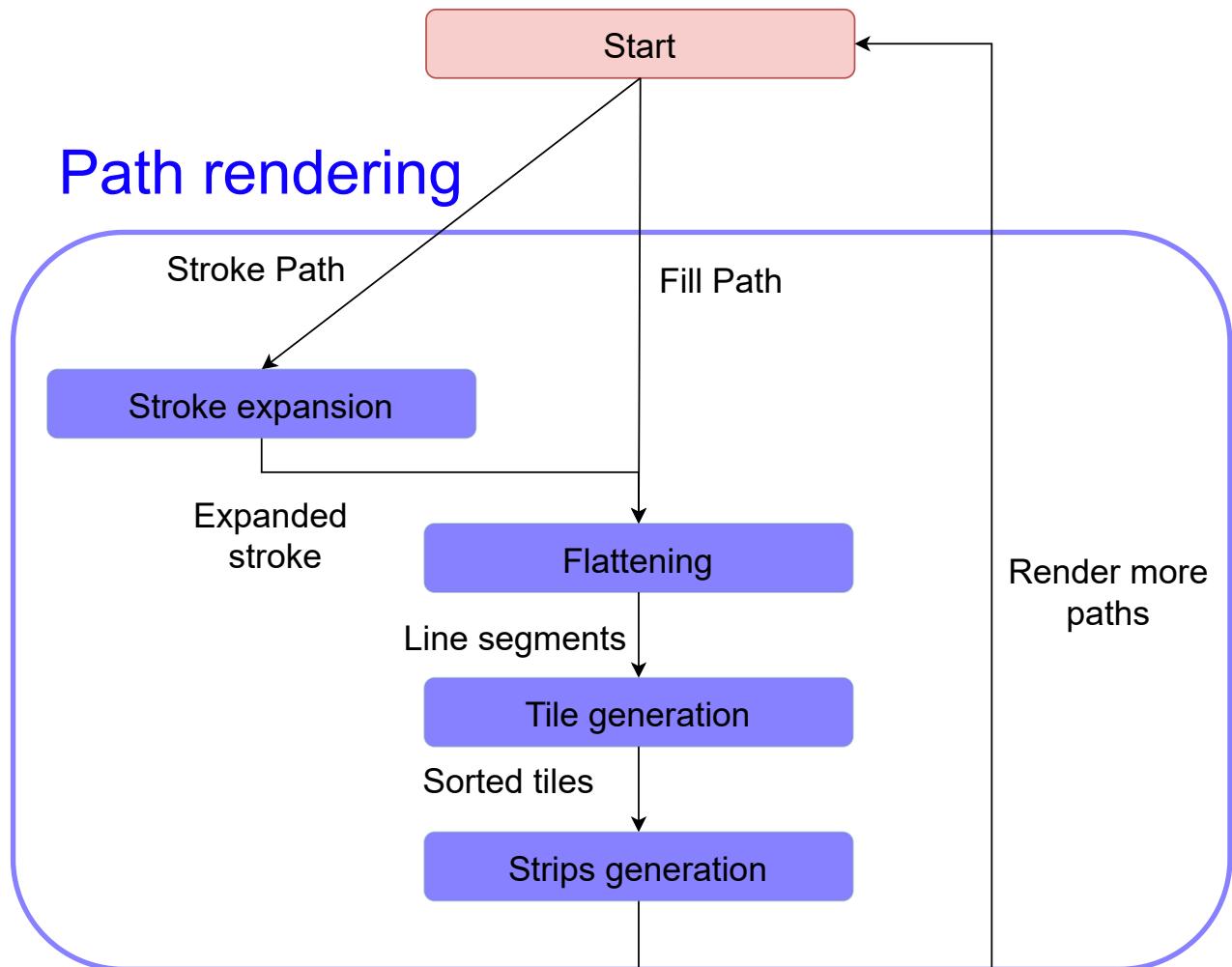
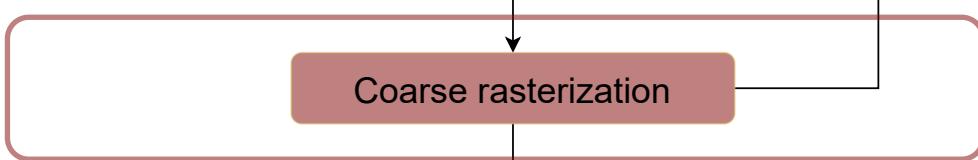


## Path rendering



## Coarse Rasterization



## Rasterization

