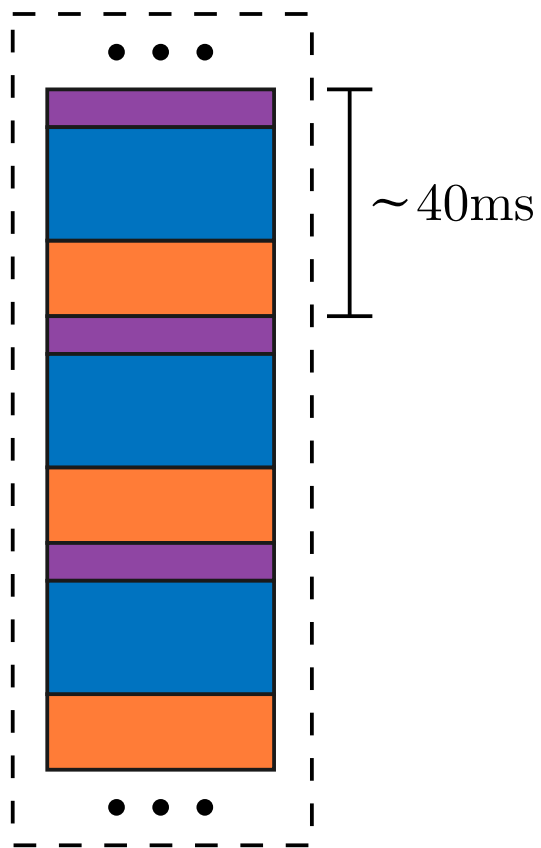
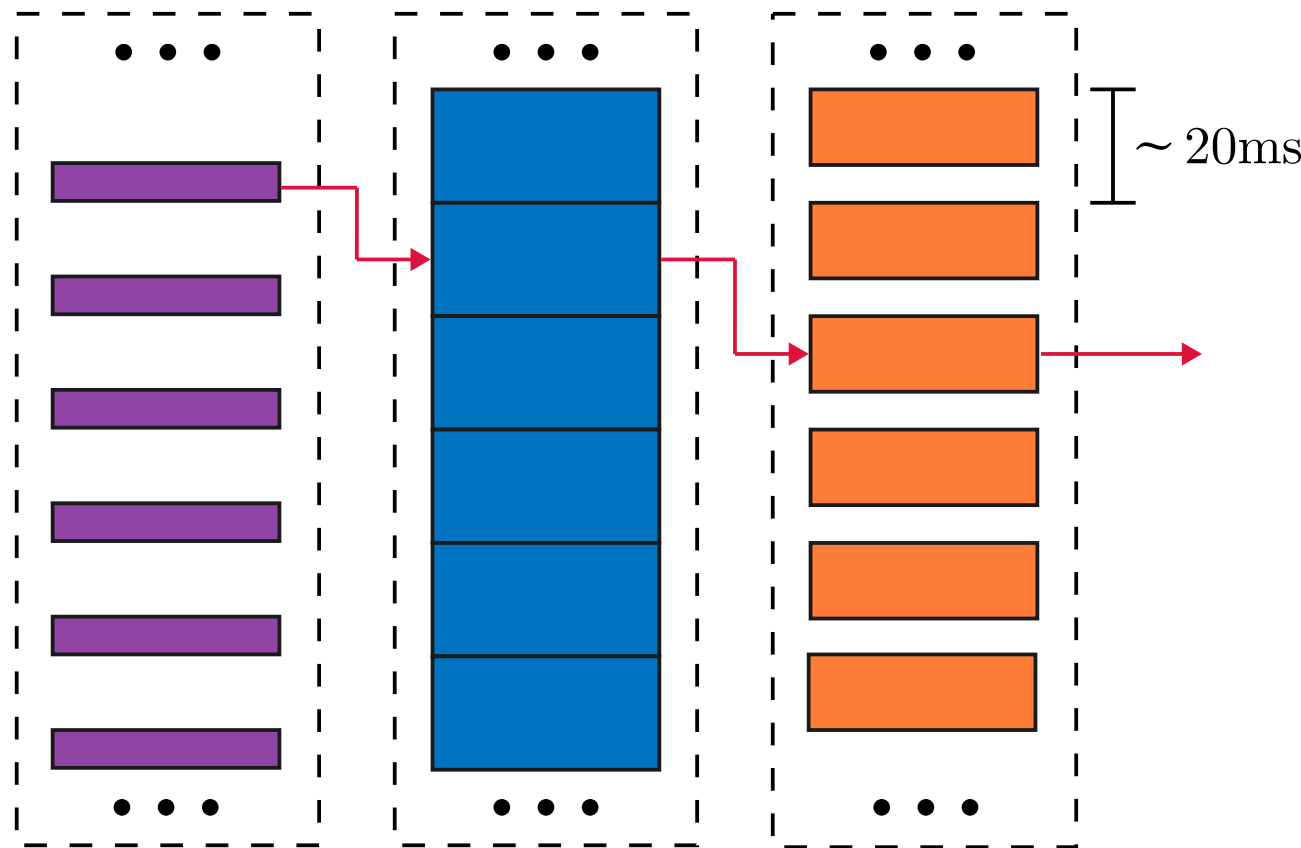





Single Thread



Multi Thread



-  Capture thread
-  Tracking thread
-  Rendering thread