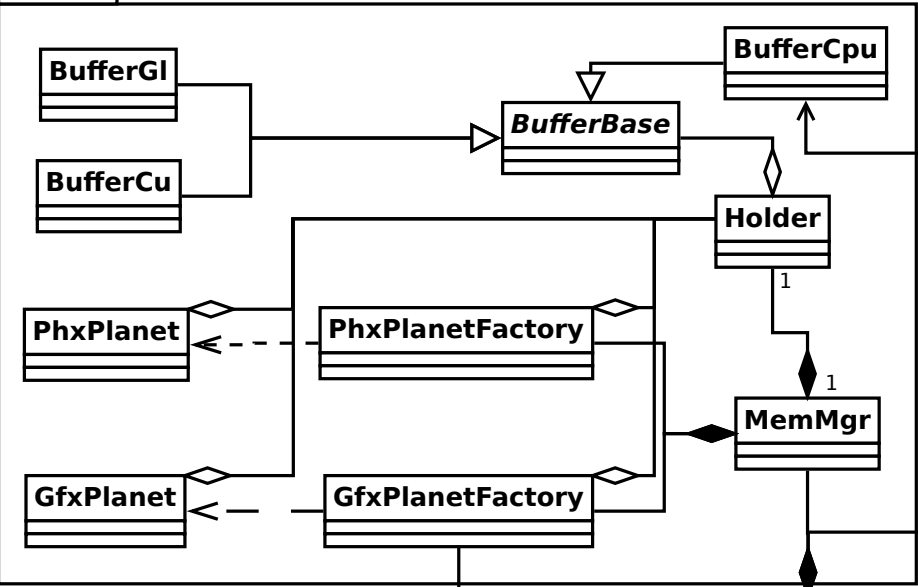
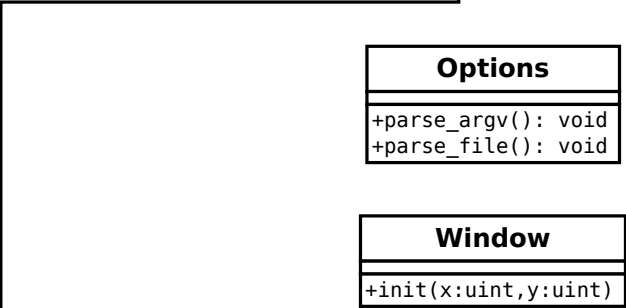
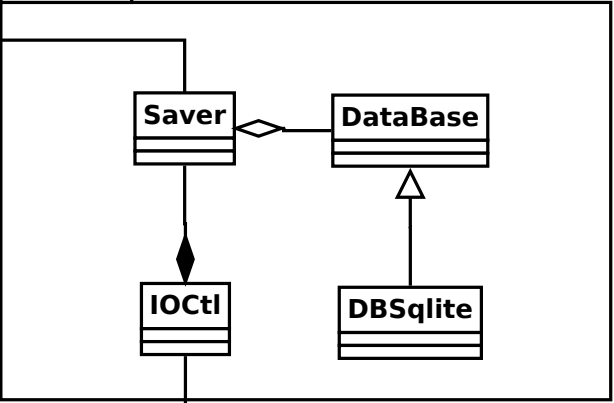


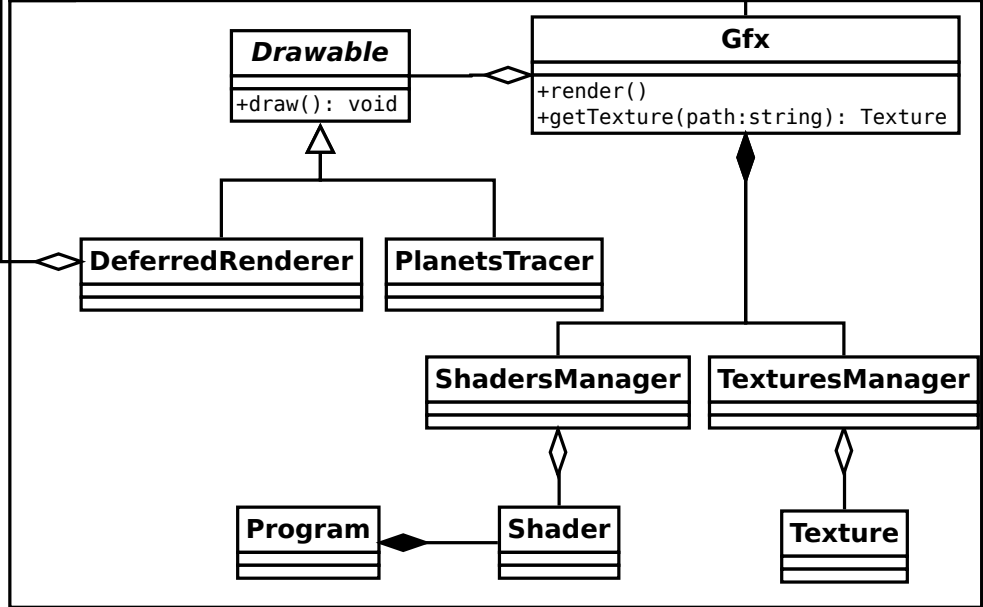
CPU<->GPU



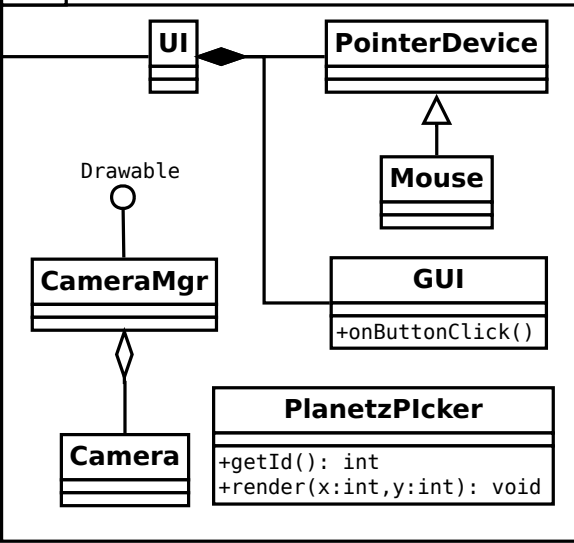
FILE<->CPU



GFX



UI



PHX

