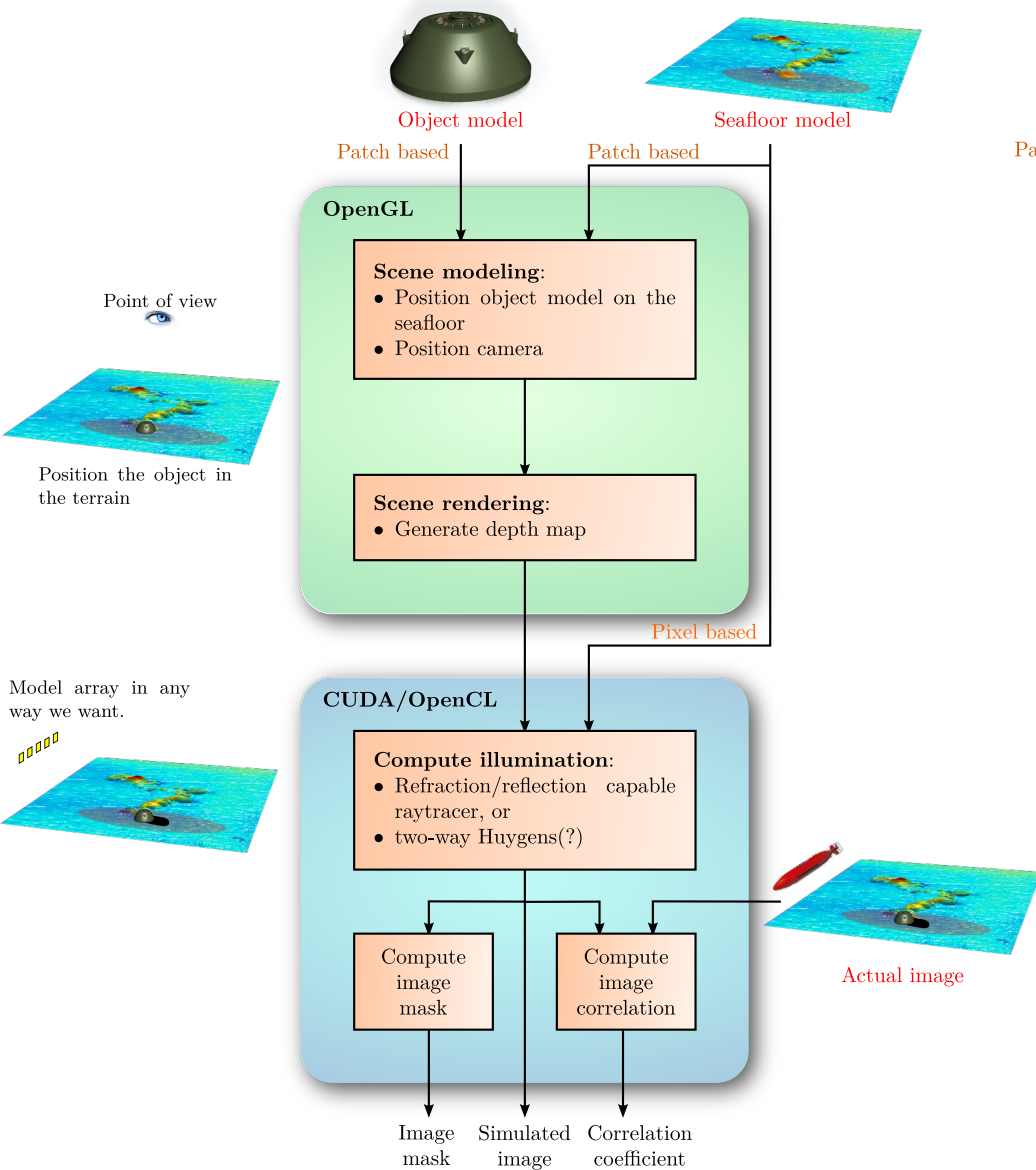


CUDA / OpenGL Approach



OpenGL only Approach

