





Paint ops





drawRect()

drawTextBlob()

**Hello World**

**Bitmap**

**(in GPU memory)**



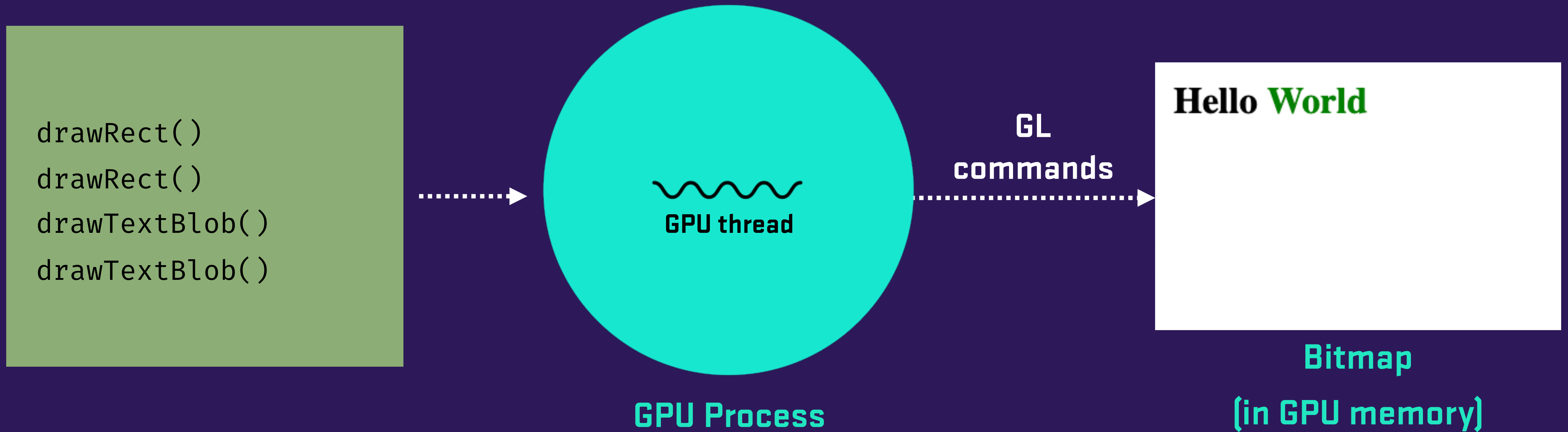


**GPU thread**

**GPU Process**



# Rasterisation



# Pipeline recap