







# Renderer process







# Browser process

# **GPU** process











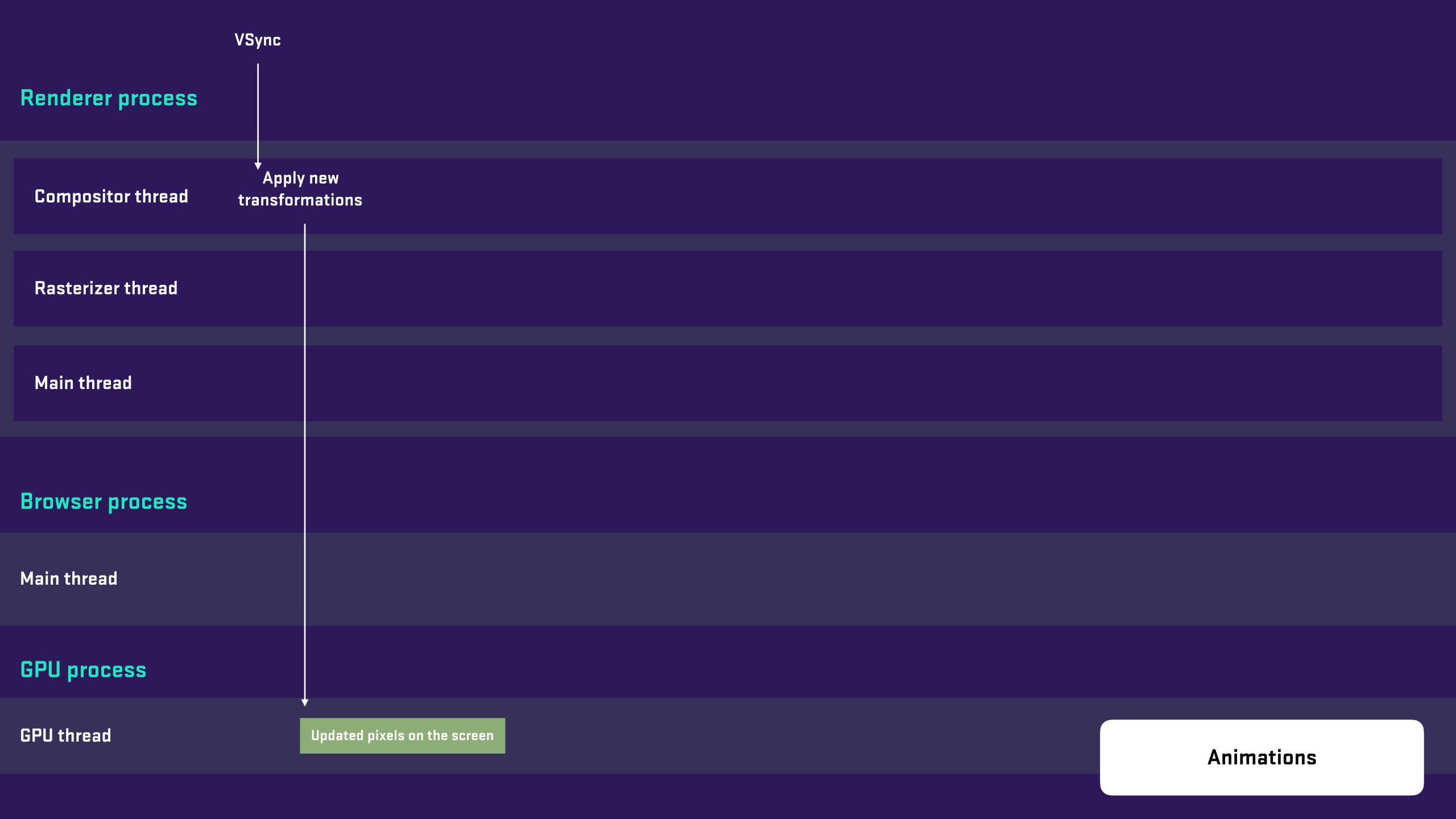






#### Updated pixels on the screen

# **Animations**



# Off-main-thread animations