



Paint ops

drawRect()

drawTextBlob()

Hello World

Bitmap

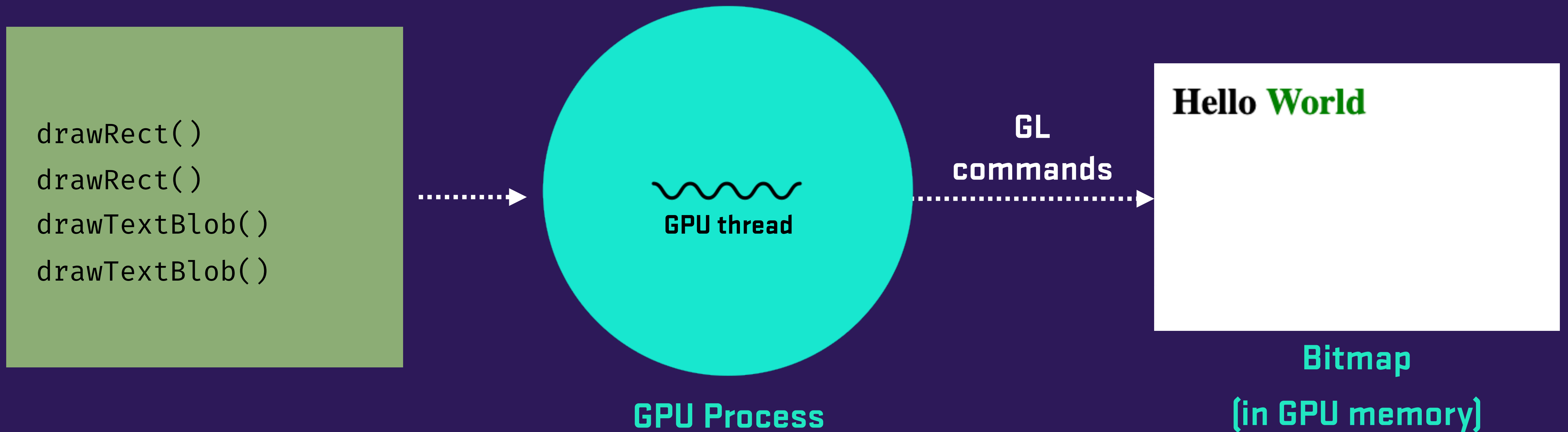
(in GPU memory)



GPU thread

GPU Process

Rasterisation



Pipeline recap