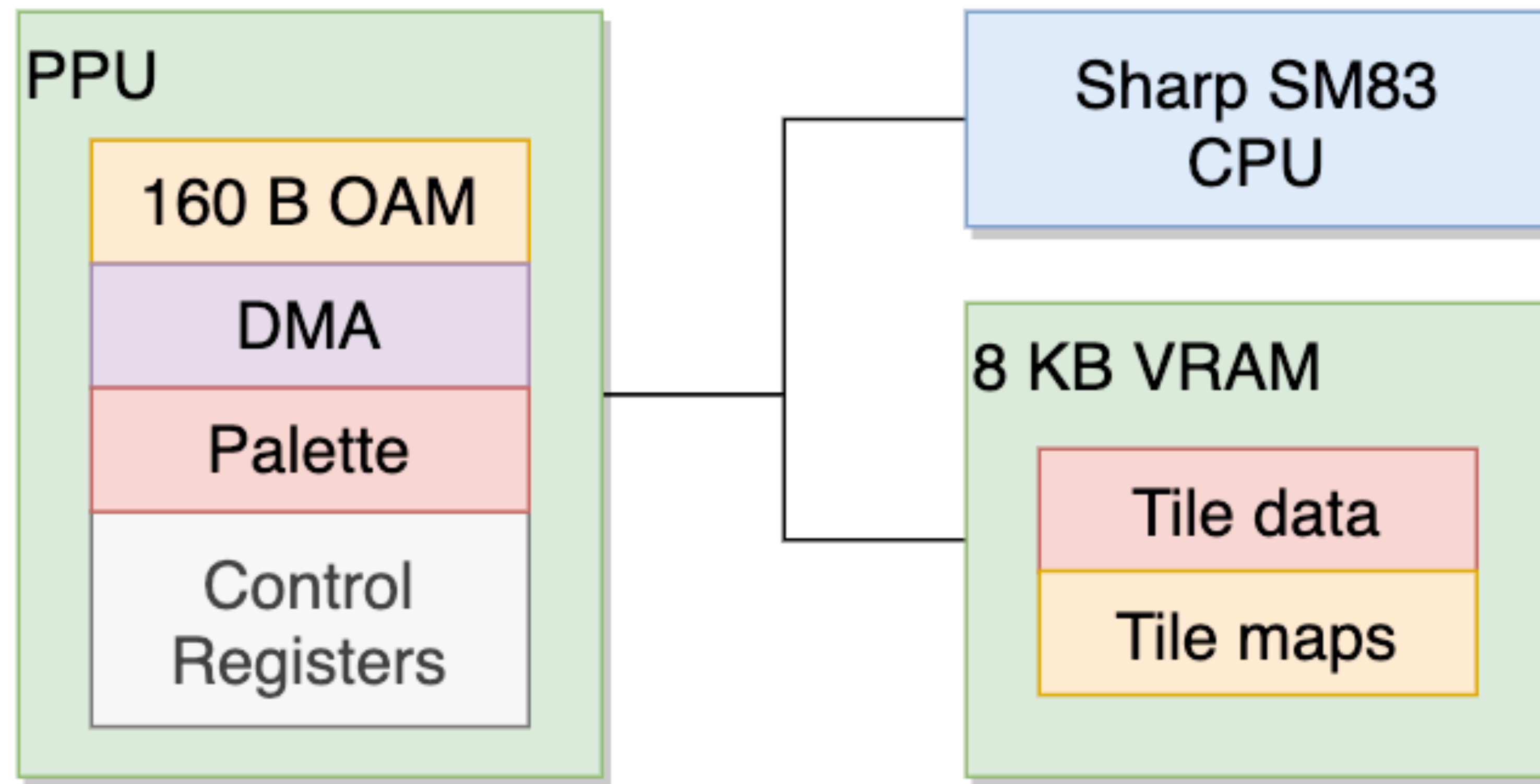For example:

This is what would look like if the classic gameboy had a IPS v4 Backlit LCD Screen.

All graphics calculations are done by the CPU, and then the Picture Processing Unit or 'PPU' renders them.

It uses tiles for rendering graphs, dividing by **background** and **sprites.**