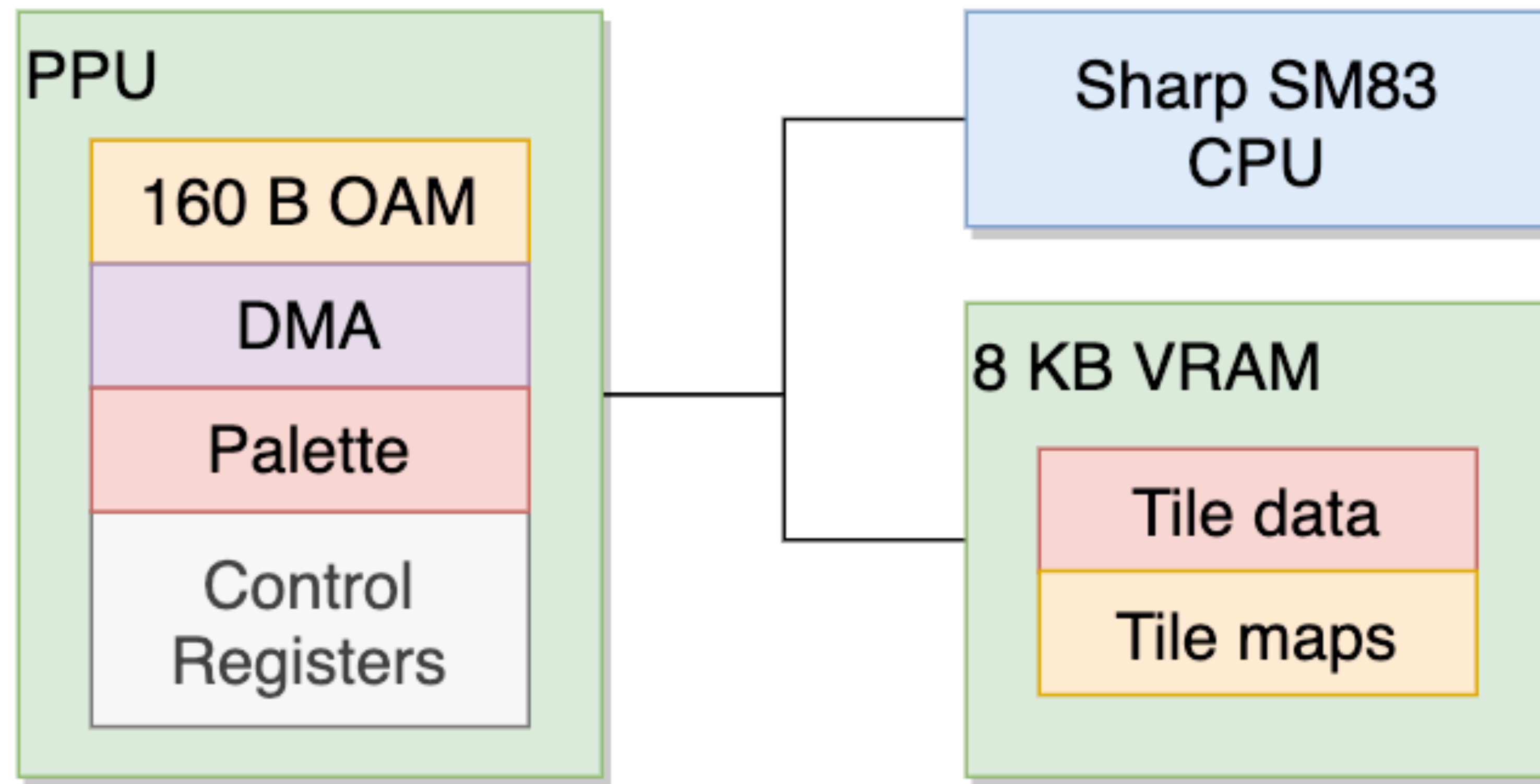


All graphics calculations are done by the CPU, and then the Picture Processing Unit or 'PPU' renders them.



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

8x8 bitmaps stored in VRAM in a region called **Tile set**.

Tile set

