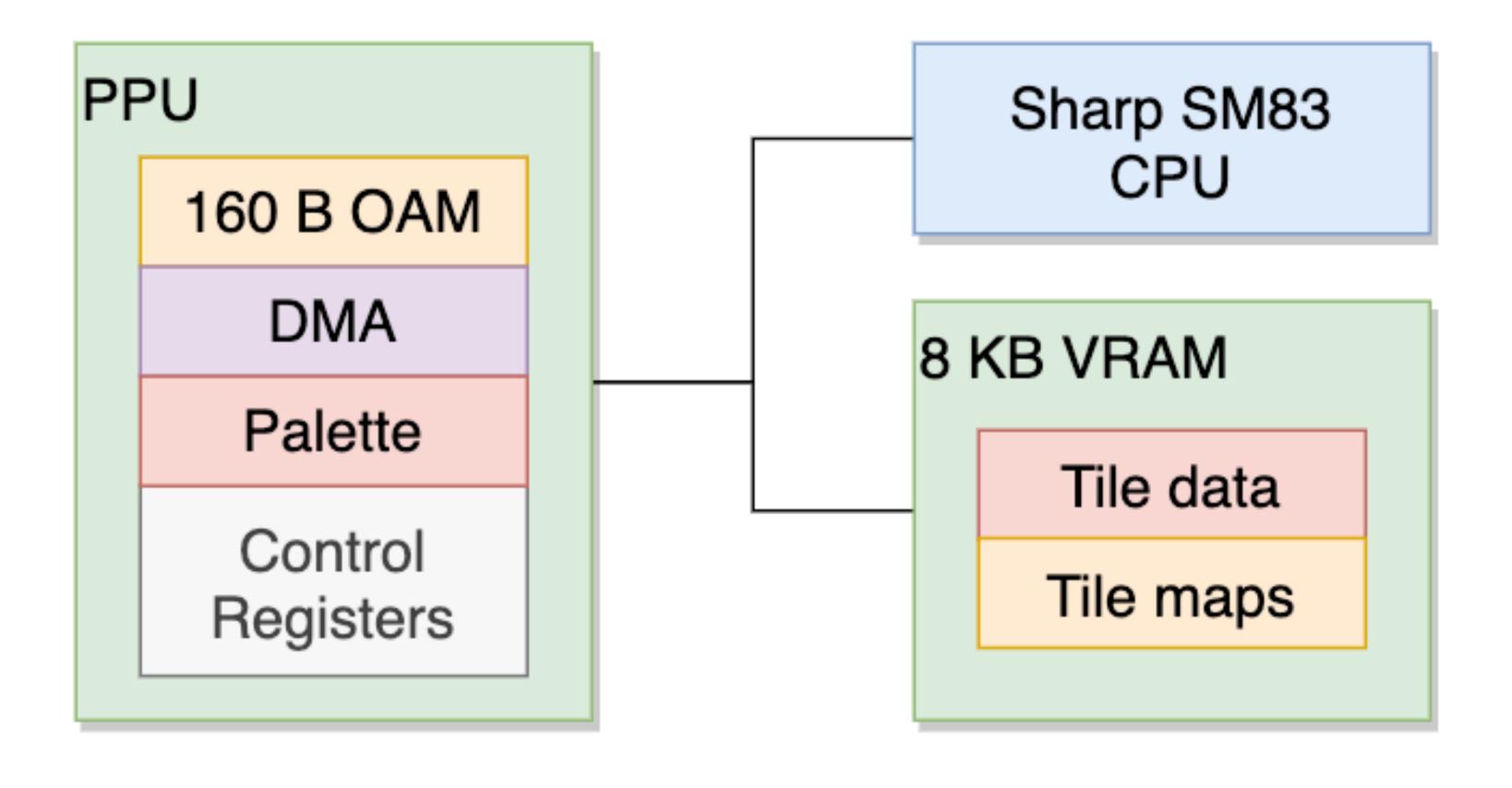
All graphics calculations are done by the CPU, and then the Picture Processing Unit or 'PPU' renders them.



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

Retired from: https://www.copetti.org/writings/consoles/game-boy

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

## Tile set





