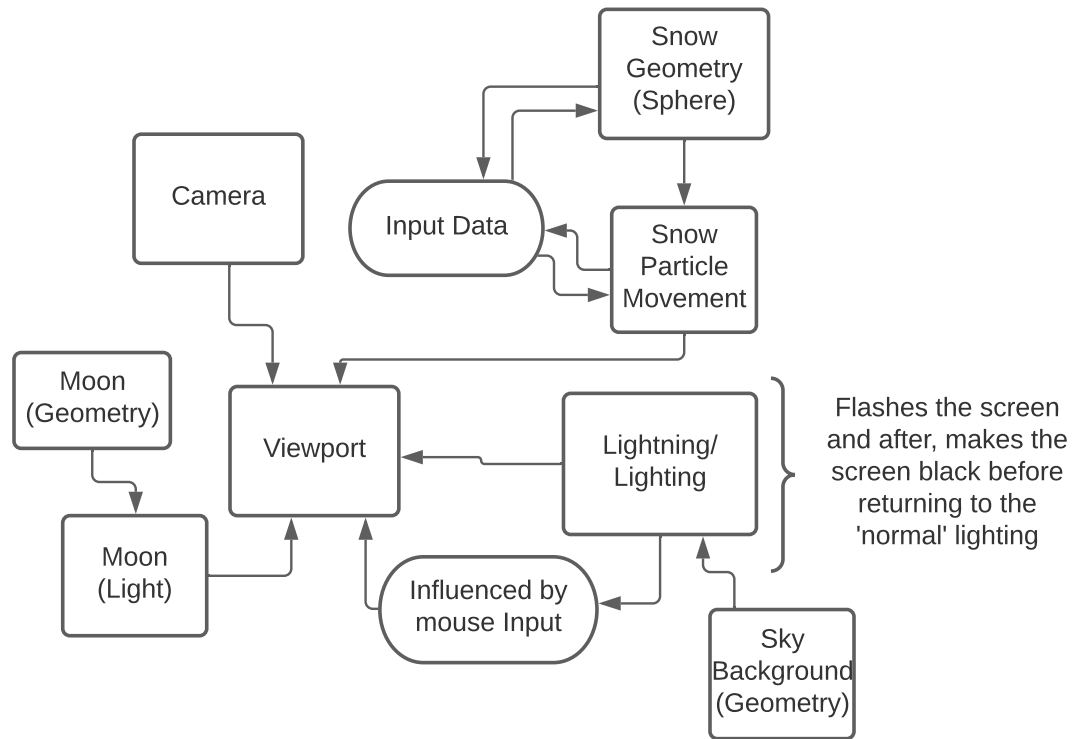


Coding Model



Shader Pipeline

