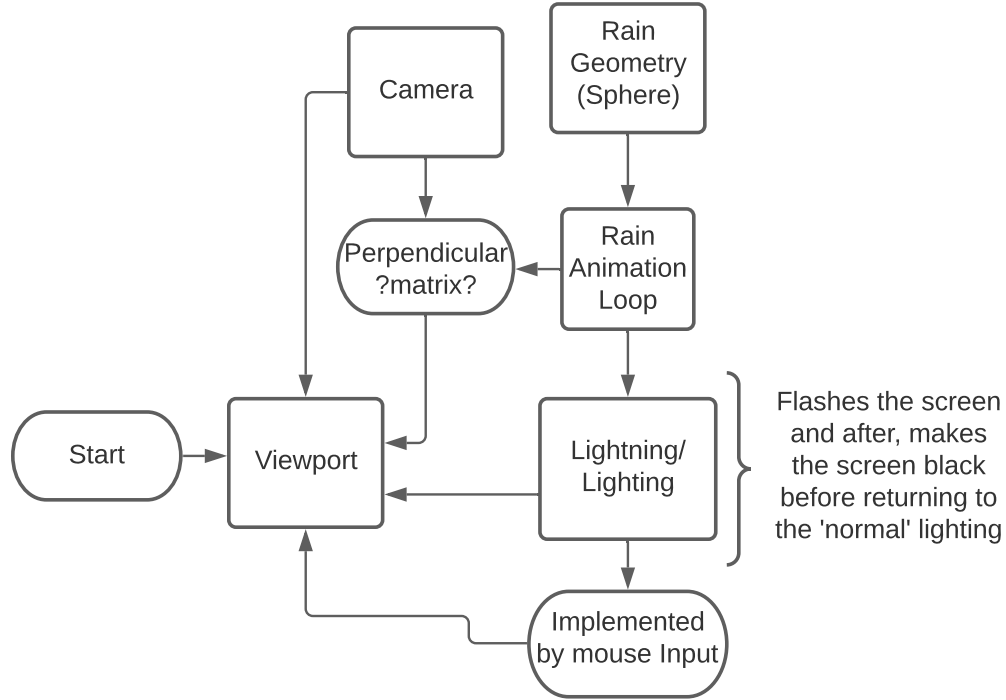


## Coding Model



## Shader Pipeline

