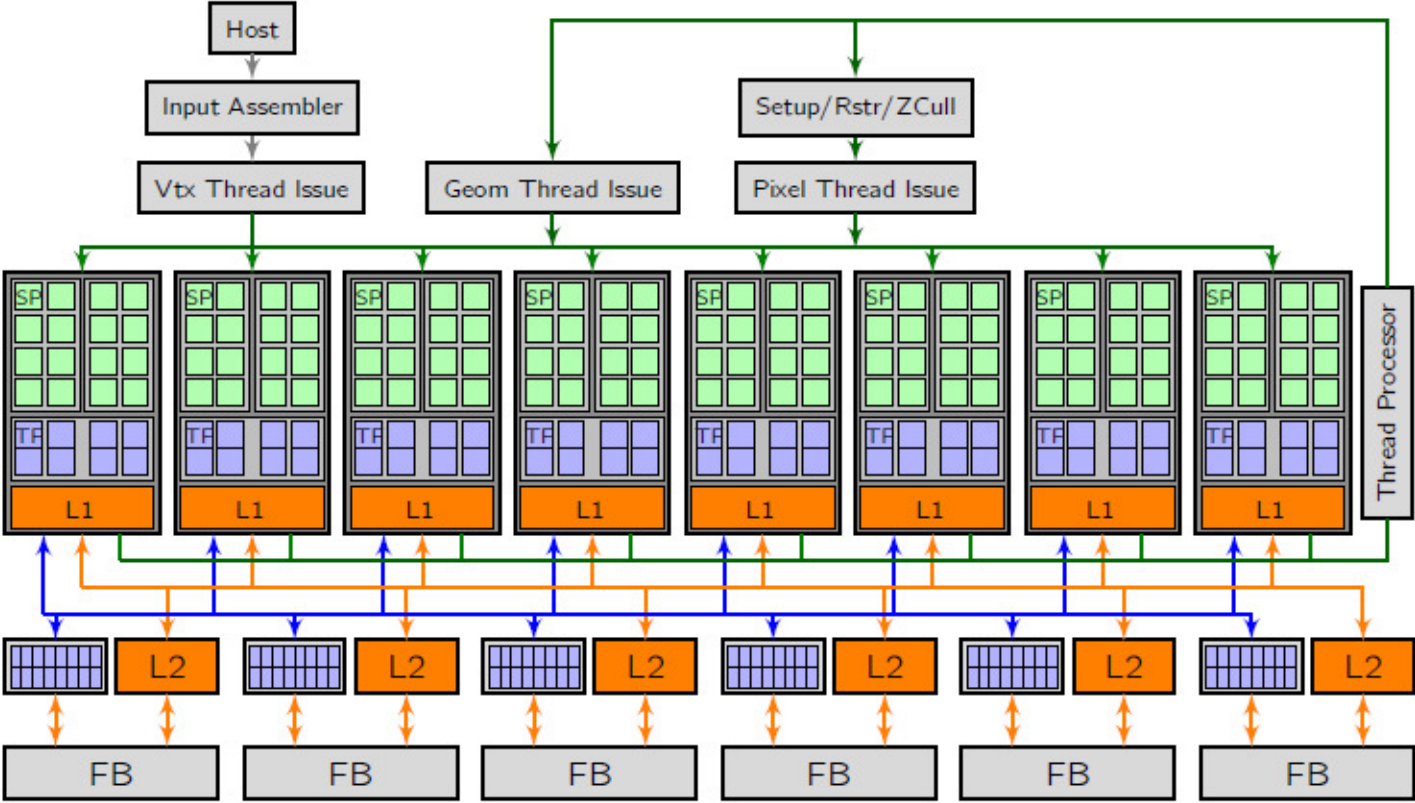


Vertex Processing

Texture and  
Fragment Processing

Z-Compare  
and Blend

Shaders in isolation



Unified Architecture

