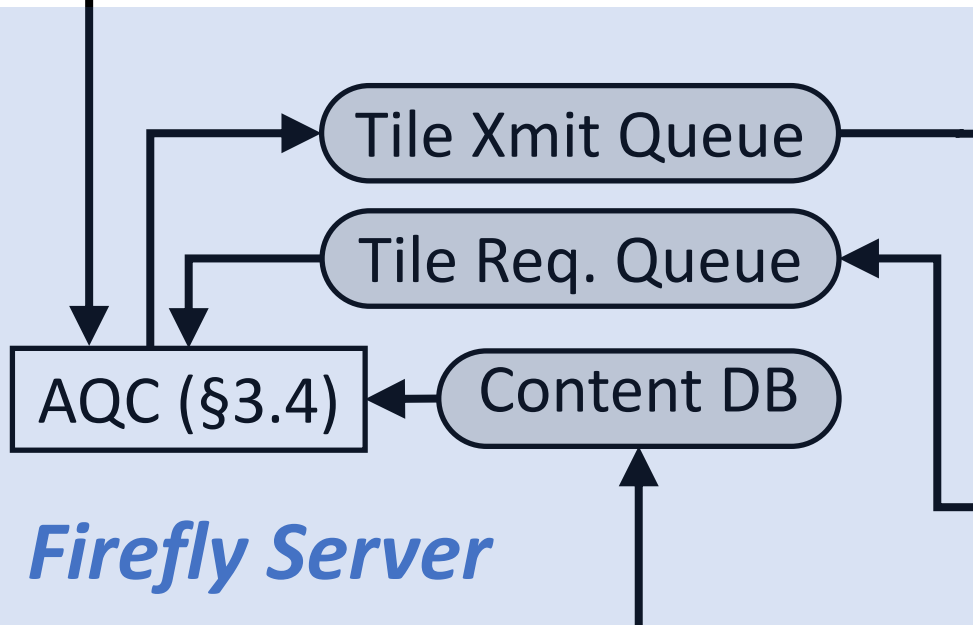
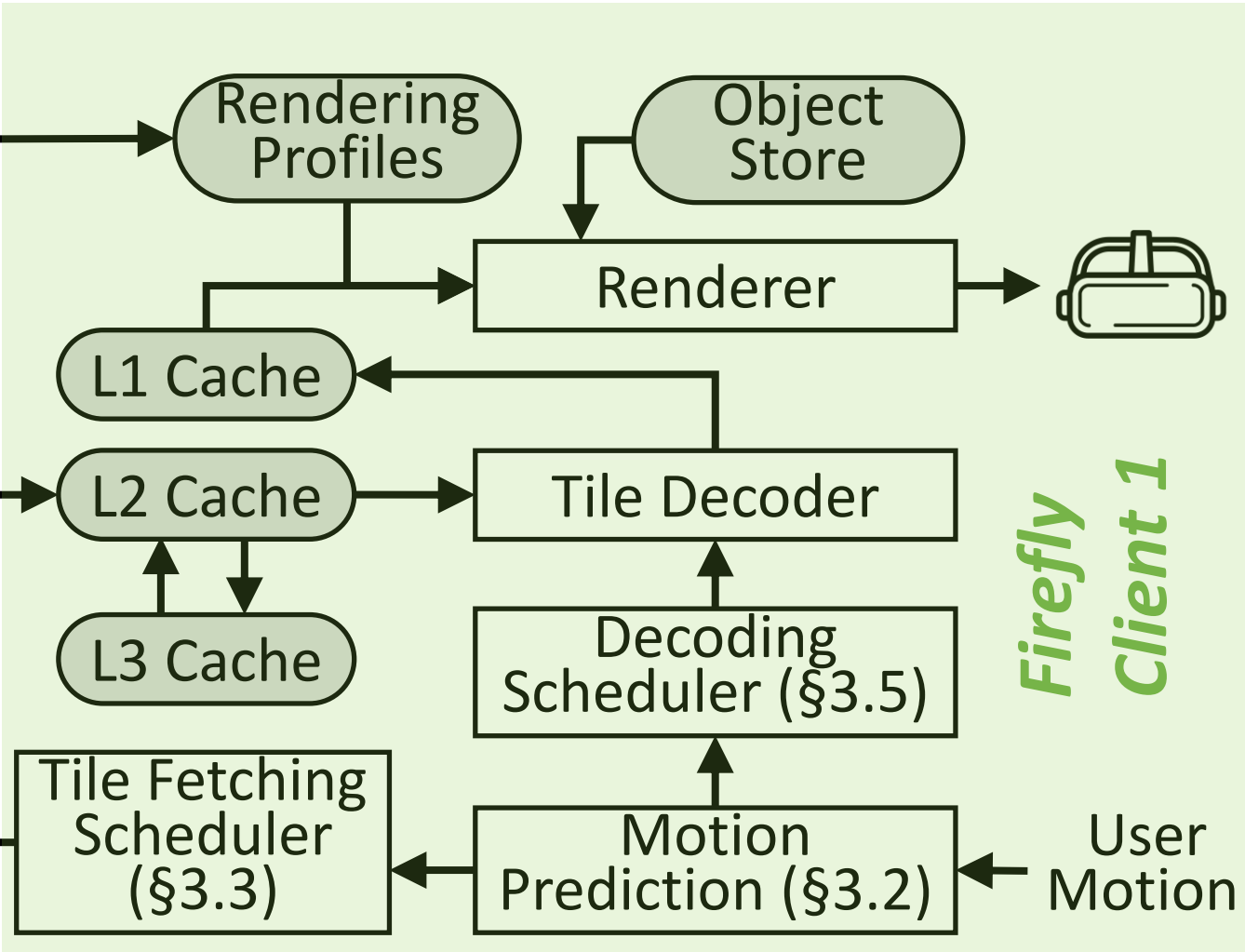


Offline Foreground  
Object Profiling (§3.6)

Network BW from AP



Offline Rendering Engine (§3.1)



*Client 2*

*Client 3*

*Client 4*

*...*