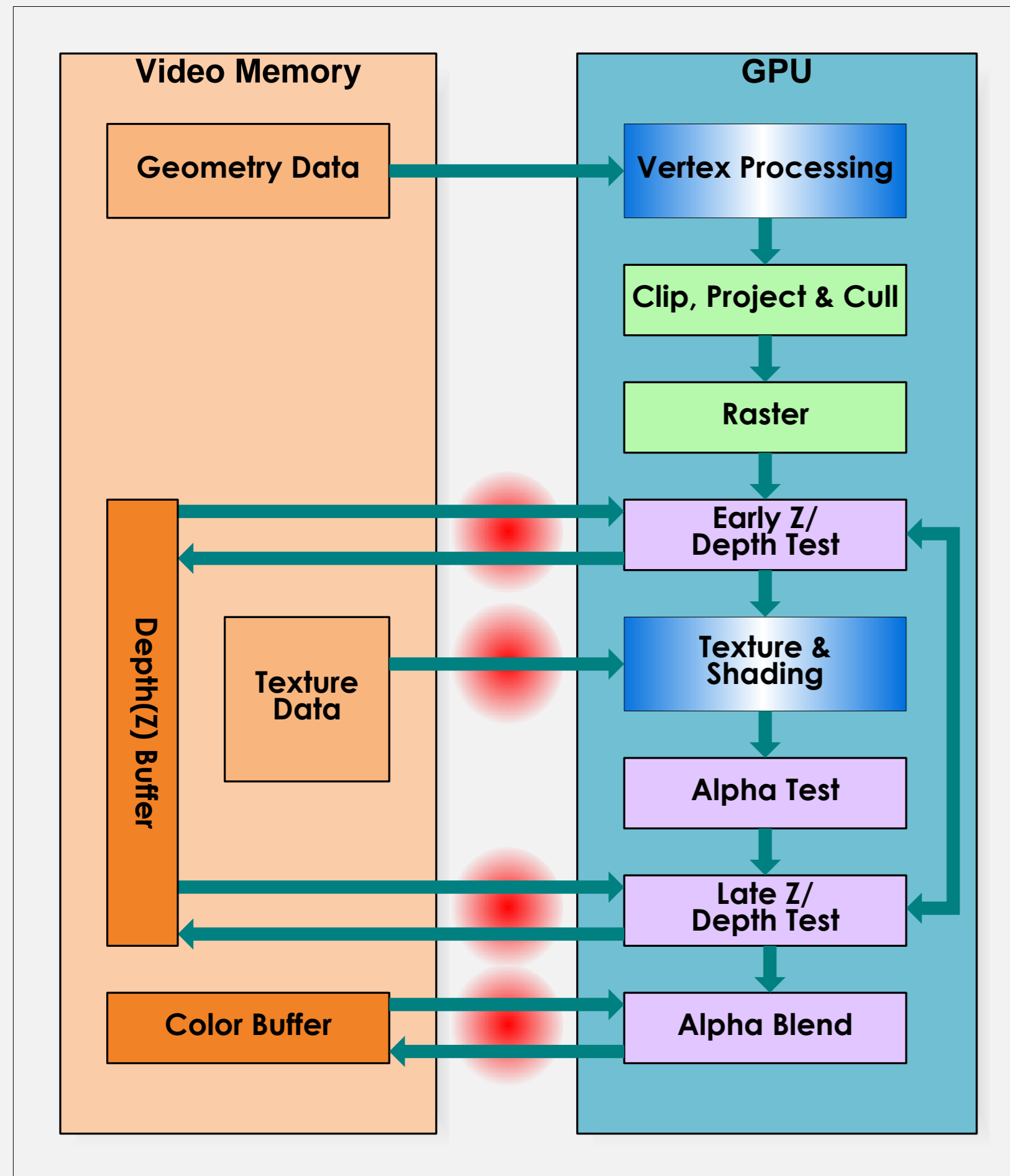
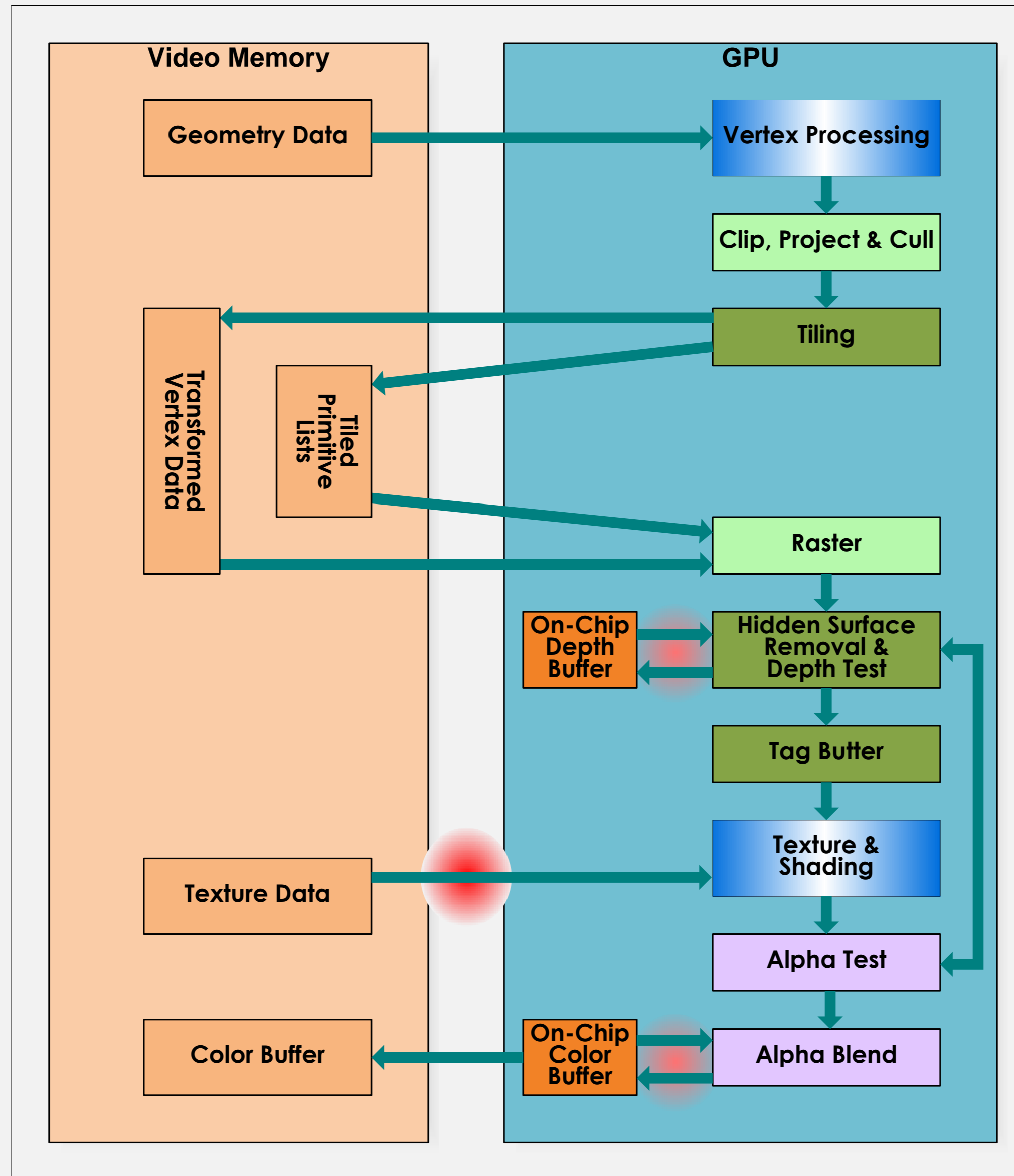


# GPUのレンダリング方式の違い

## Immediate Mode Rendering (IMR)



## Tile Based Rendering (TBR)



## PowerVR Tile Based Deferred Rendering (TBDR)

