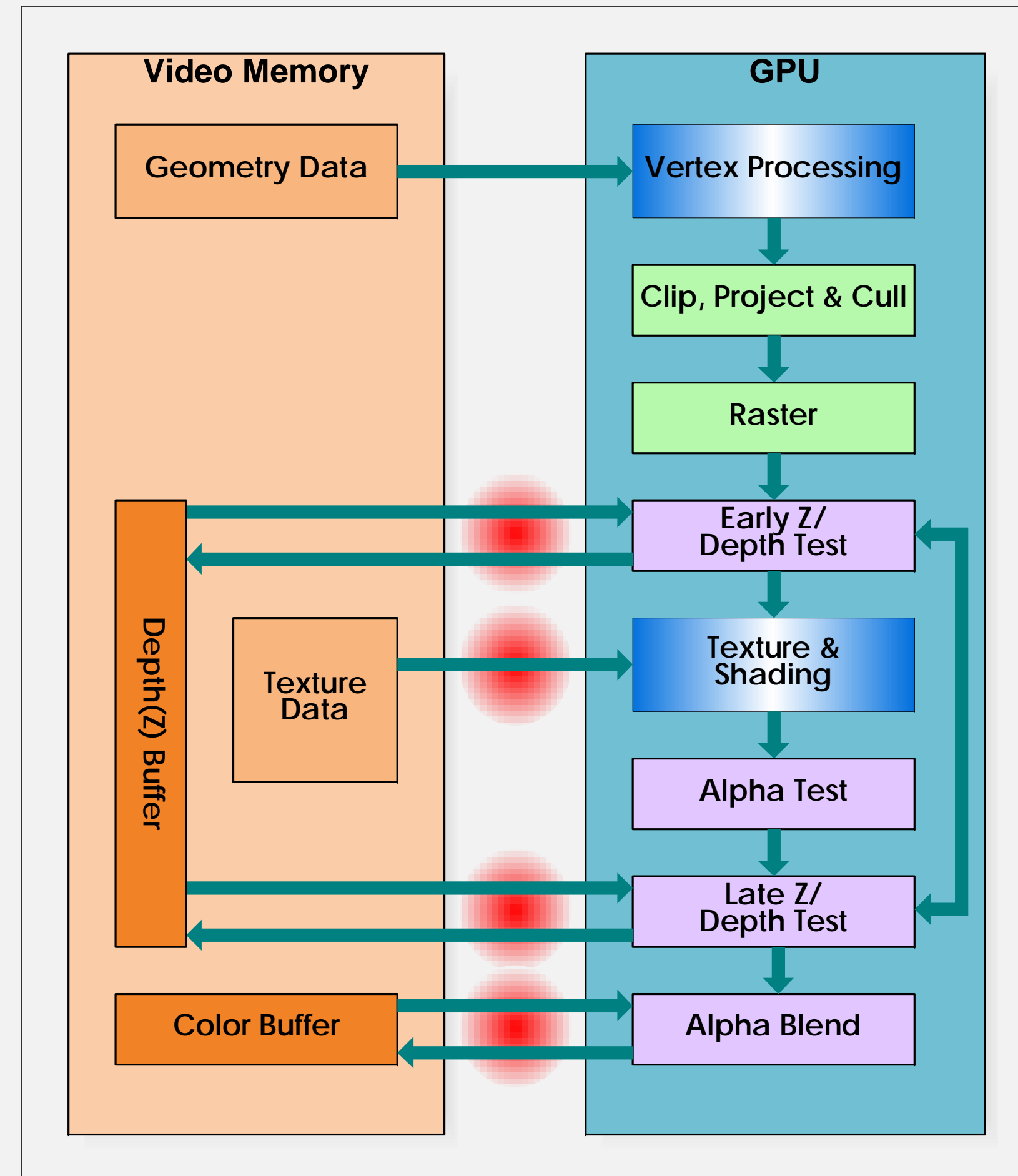
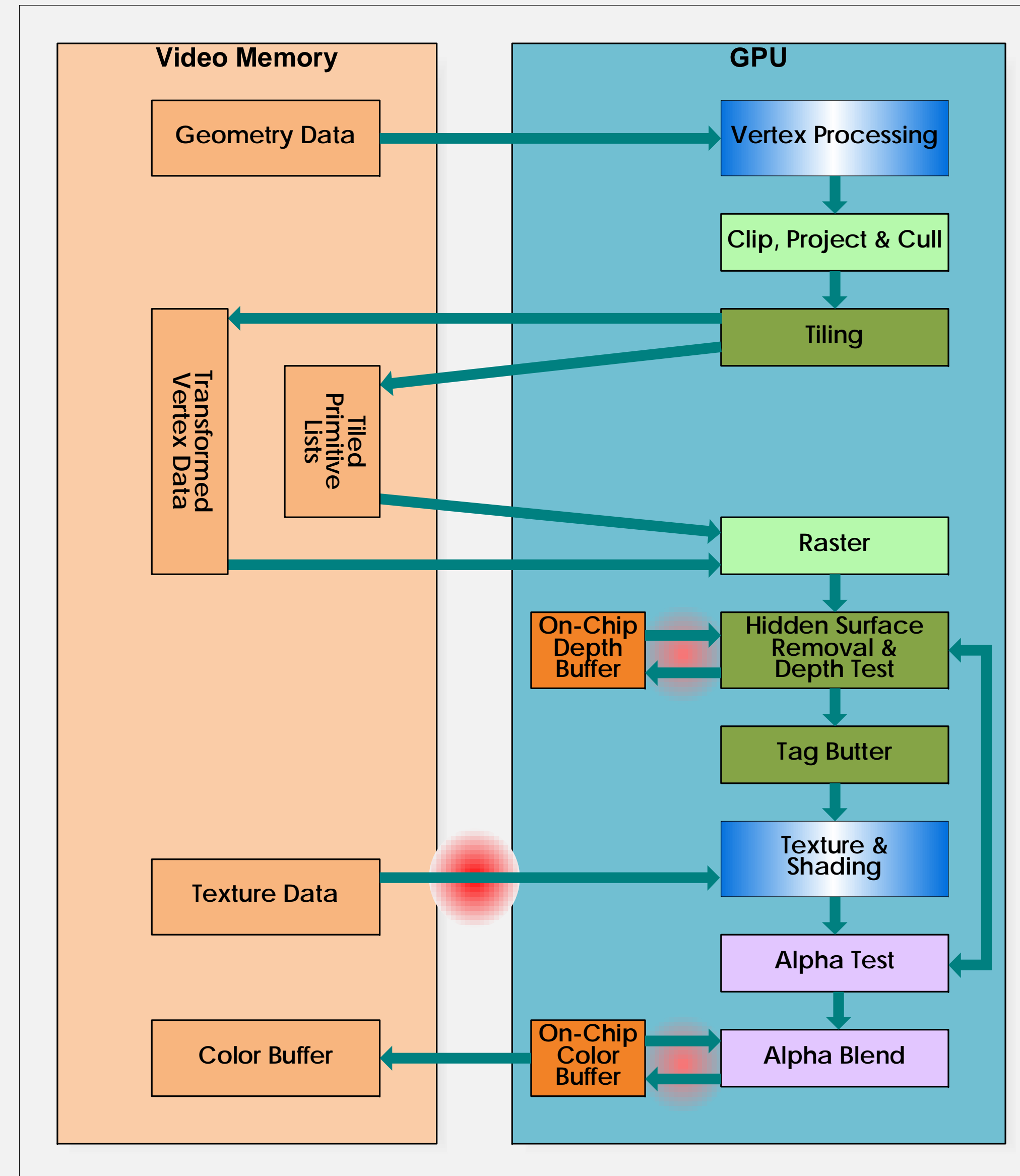


GPUのレンダリング方式の違い

Immediate Mode Rendering (IMR)



Tile Based Rendering (TBR)



PowerVR Tile Based Deferred Rendering (TBDR)

