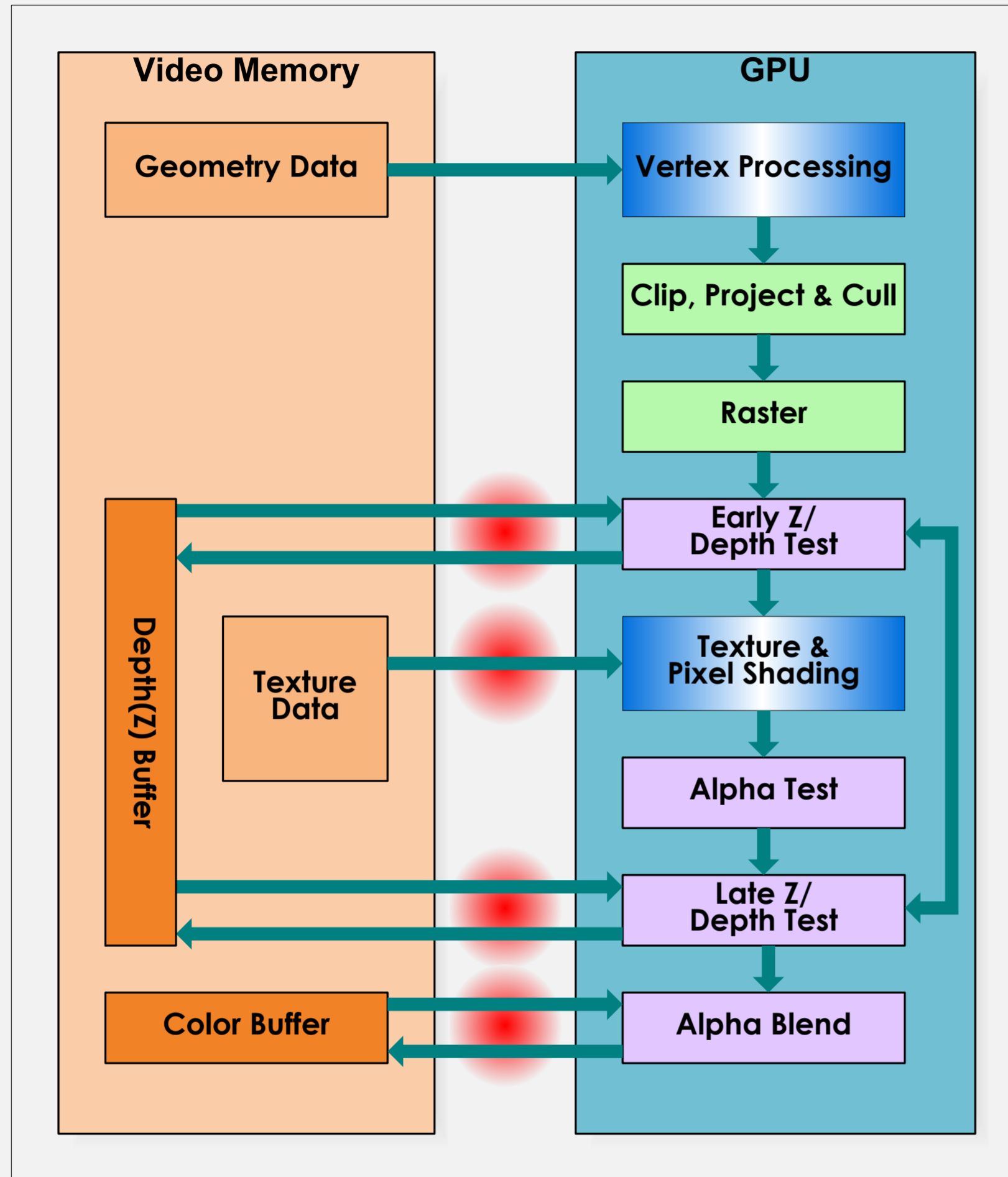


GPUのレンダリング方式の違い

Immediate Mode Rendering (IMR)



Tile Based Rendering (TBR)

