

libgraphics

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ABSTRACT

To be determined.

Rendering graph

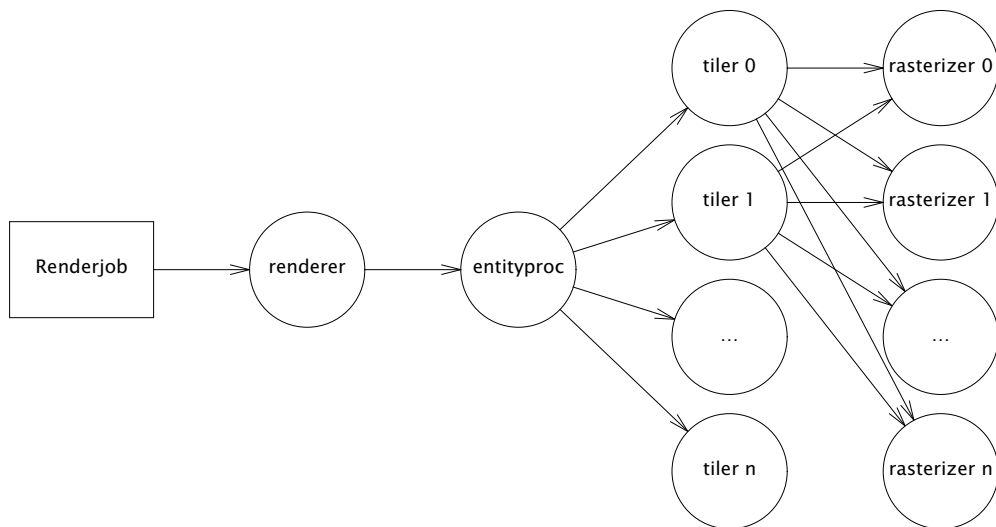
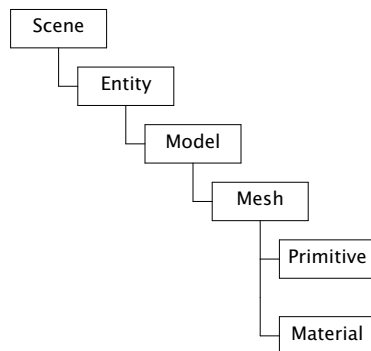


Figure 1: For a $2(n+1)$ processor machine.

The scene



Tile-based rendering

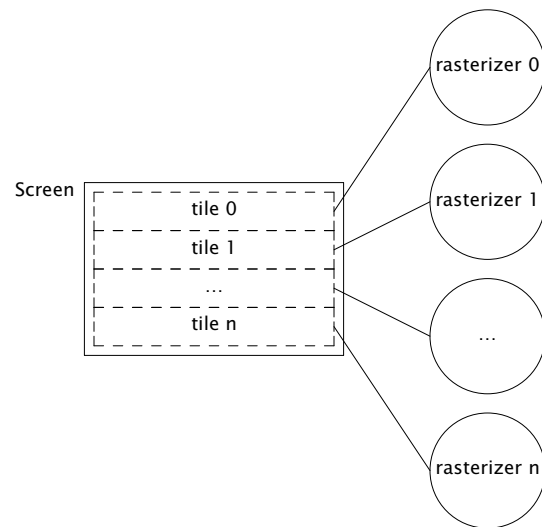


Figure 2: Per tile rasterizers.

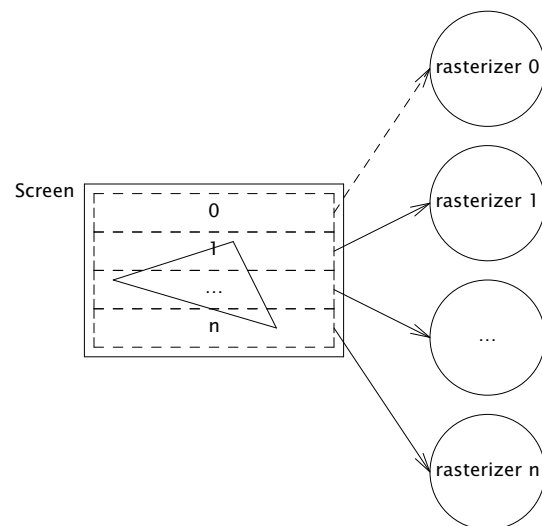


Figure 3: Raster task scheduling.