libgraphics

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ABSTRACT

To be determined.

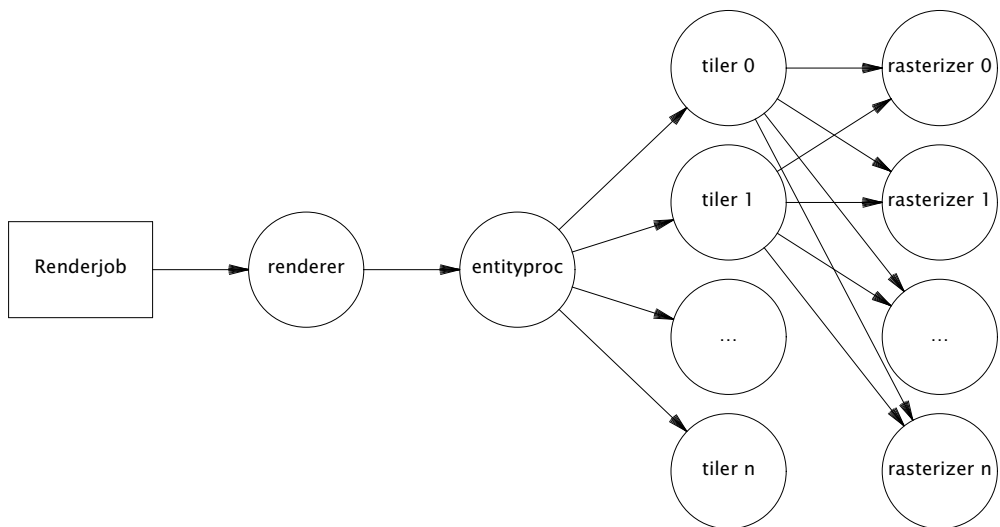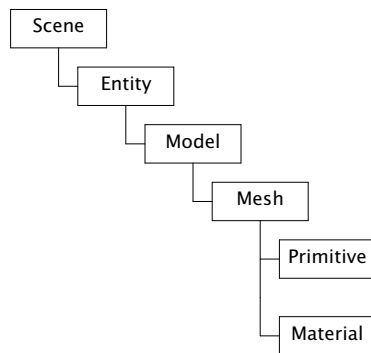## Rendering graph

Figure 1: For a **2(n+1)** processor machine.
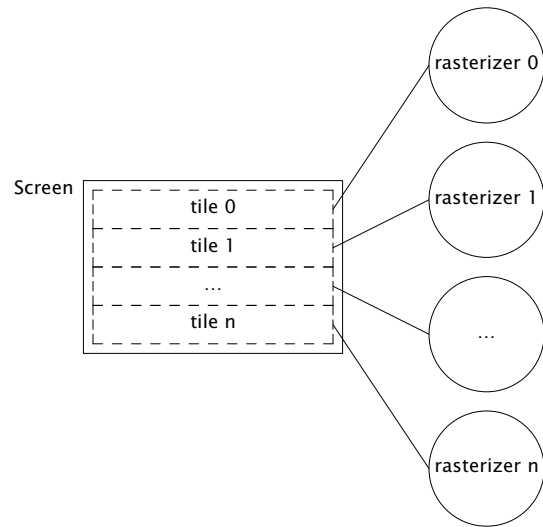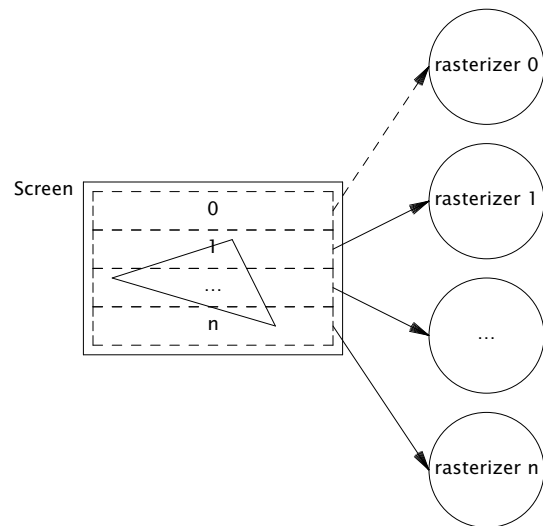
The scene

Tile−based rendering

Figure 2: Per tile rasterizers.

Figure 3: Raster task scheduling.