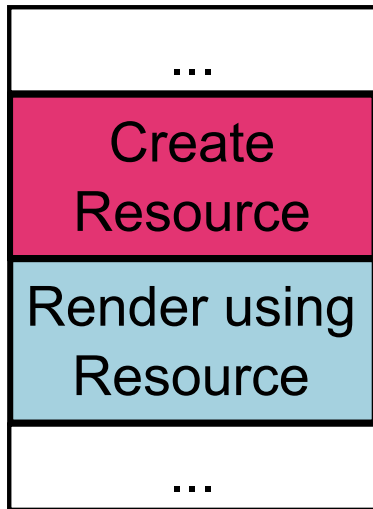


Rendering Thread Single Context

Time

t

$t + 1$



No synchronization
required