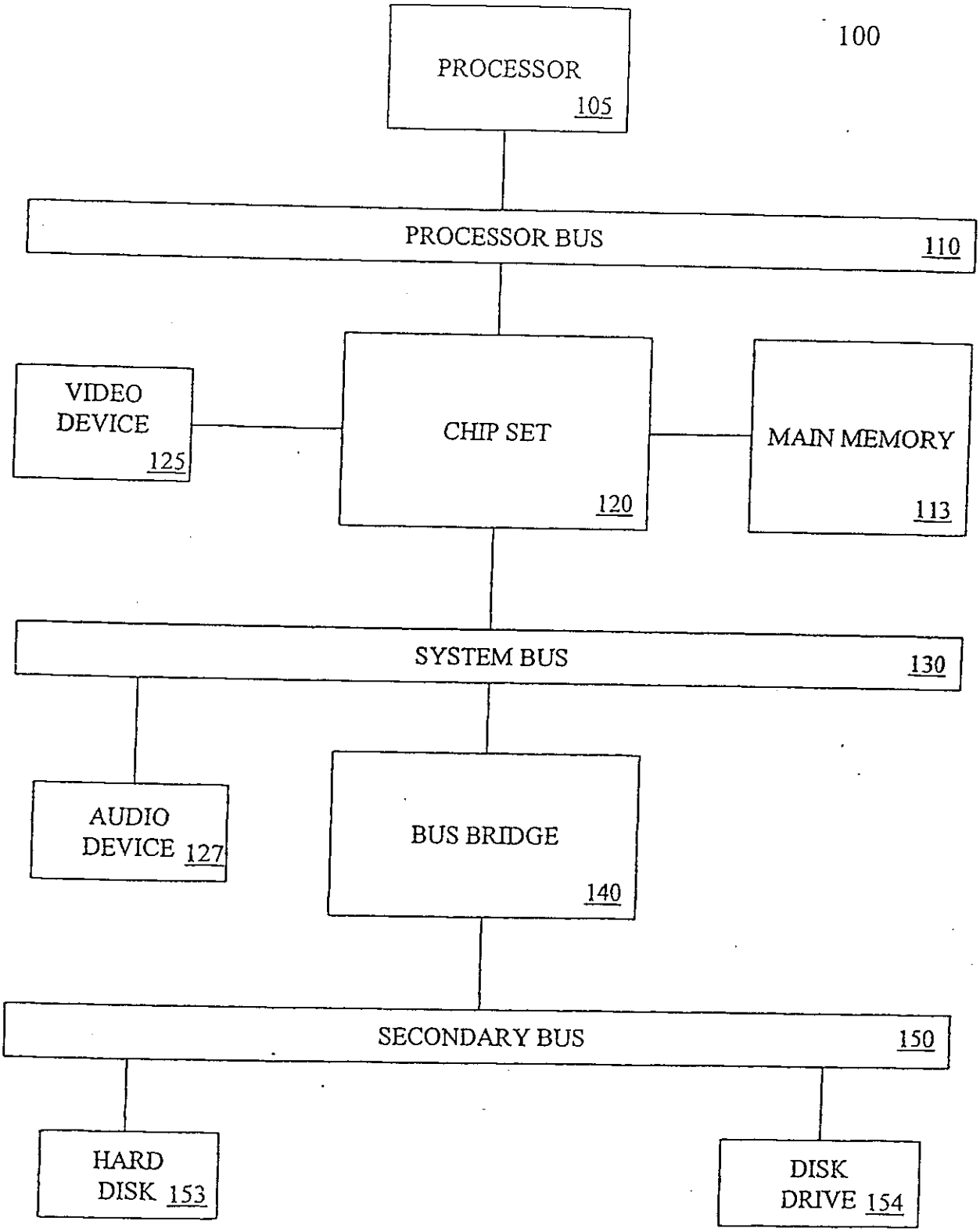

100
PROCESSOR
105
PROCESSOR BUS
110
VIDEO
DEVICE
125
CHIP SET
120
MAIN MEMORY
113
SYSTEM BUS
130
AUDIO
DEVICE 127
BUS BRIDGE
140
SECONDARY BUS
150
HARD
DISK 153
DISK
DRIVE 154

FIG. 1

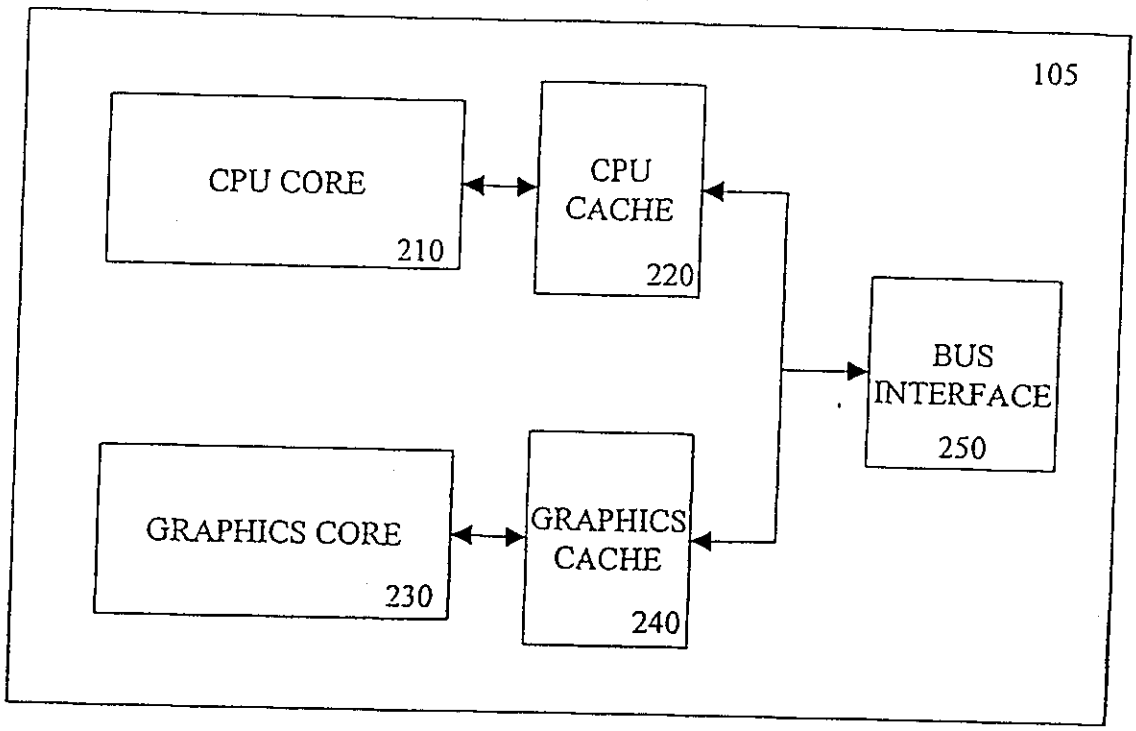

105
CPU CORE
210
CPU
CACHE
220
BUS
INTERFACE
250
GRAPHICS CORE
230
GRAPHICS
CACHE
240

FIG. 2

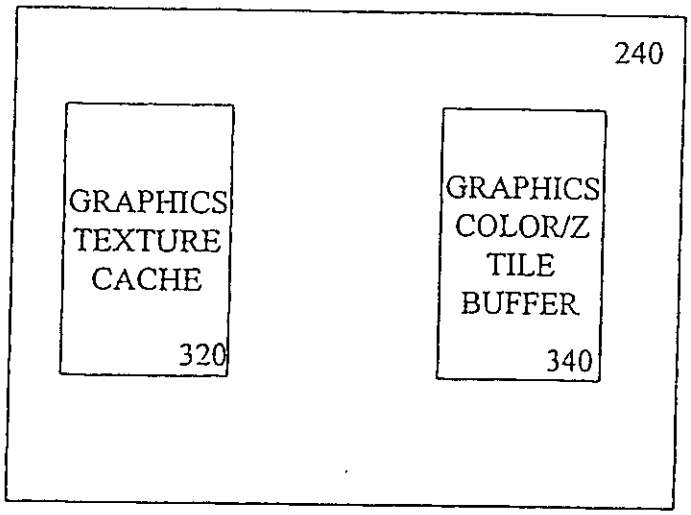

240
GRAPHICS TEXTURE CACHE
320
GRAPHICS COLOR/Z TILE BUFFER
340

FIG. 3

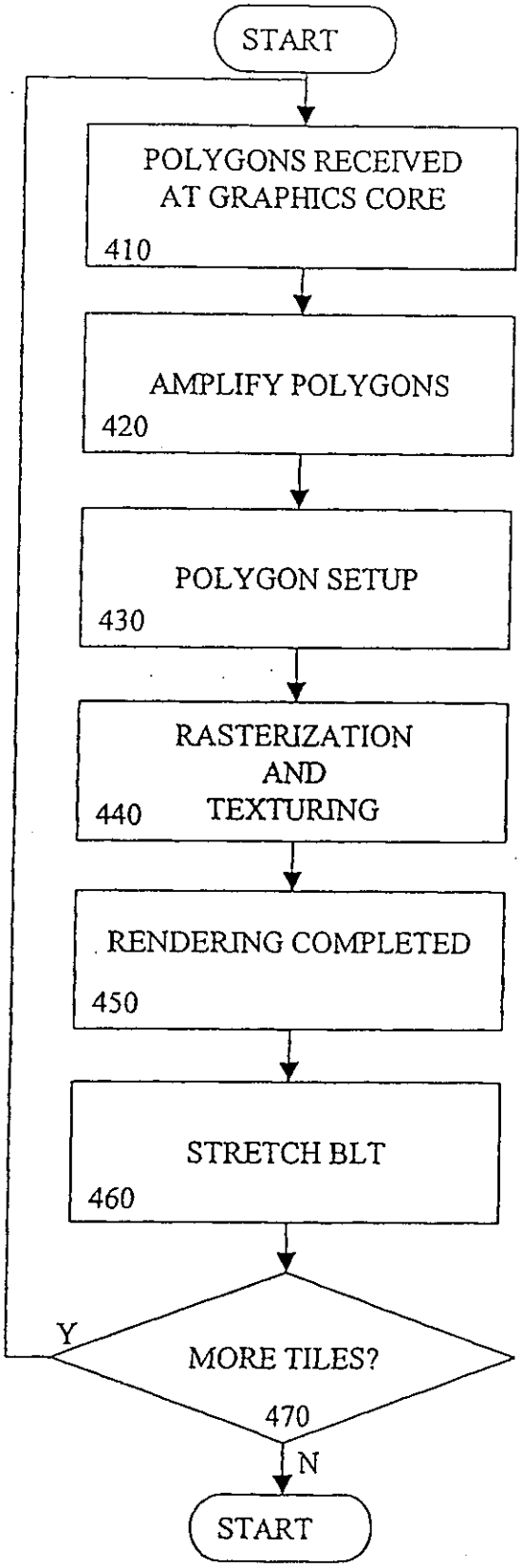

START
POLYGONS RECEIVED AT GRAPHICS CORE
410
AMPLIFY POLYGONS
420
POLYGON SETUP
430
RASTERIZATION AND TEXTURING
440
RENDERING COMPLETED
450
STRETCH BLT
460
MORE TILES?
470
Y
N
START

FIG. 4