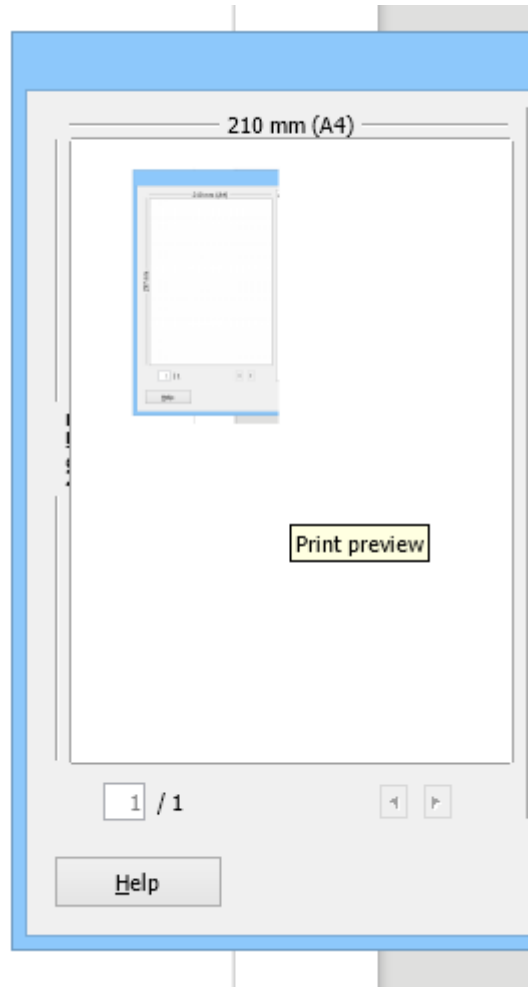


*Illustration 1: Without OPENGL*



*Illustration 2: WITH OPENGL*