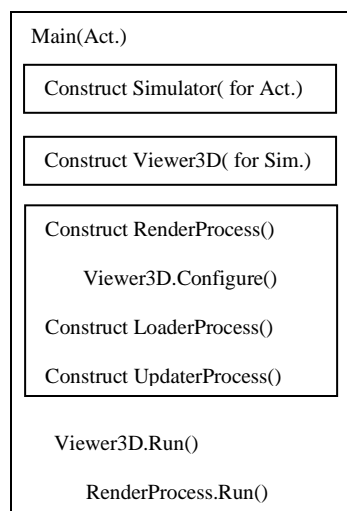
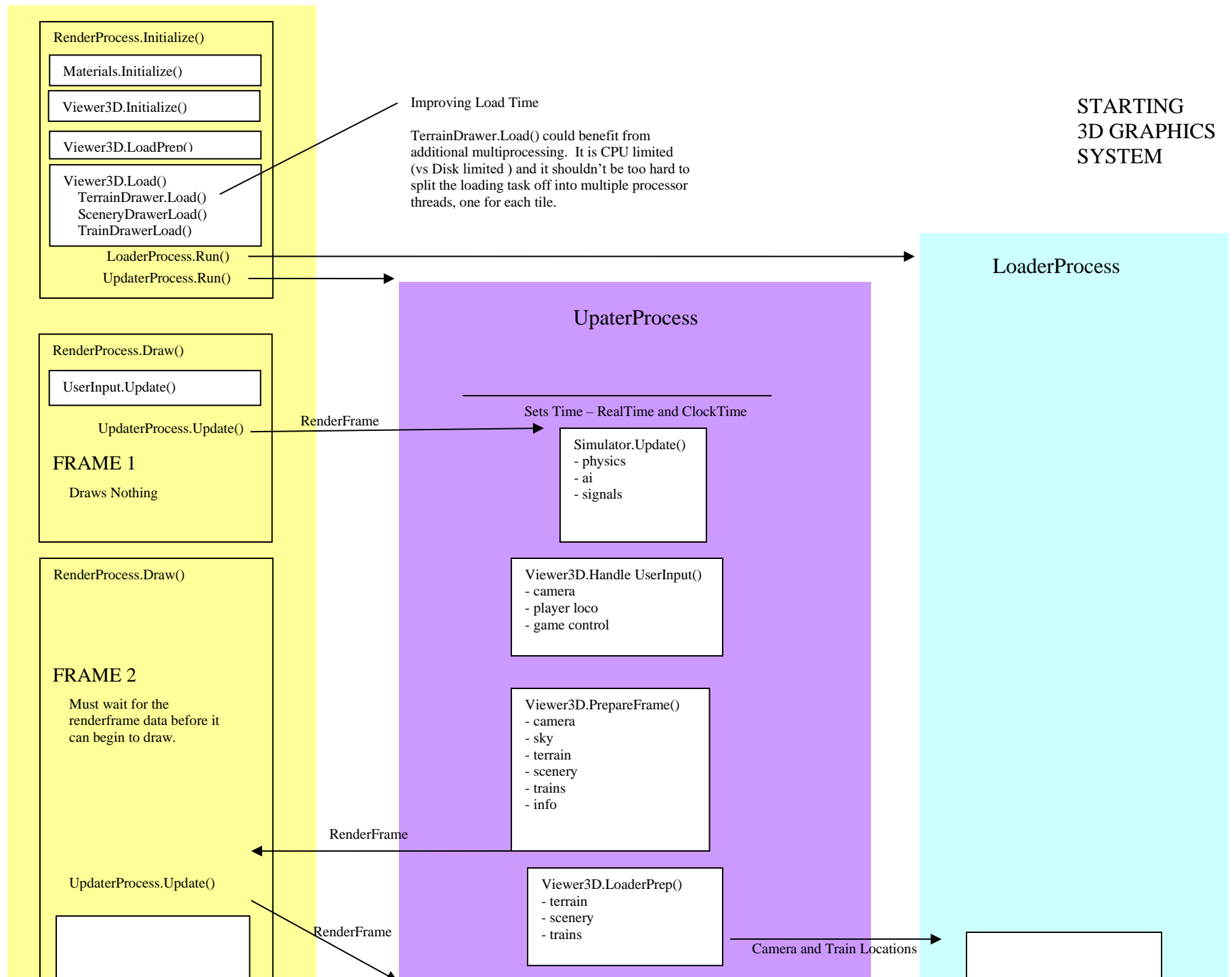


## STARTING PROGRAM



**RenderProcess**  
( XNA Game Class )

# STARTING 3D GRAPHICS SYSTEM



## REPEATS EACH FRAME

