

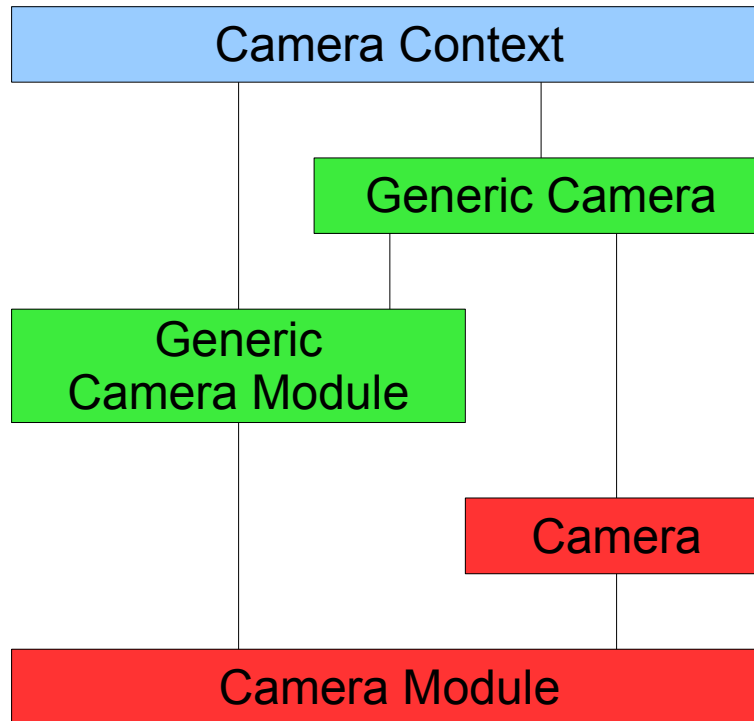
# CRBN's Architecture

CRBN's internal API

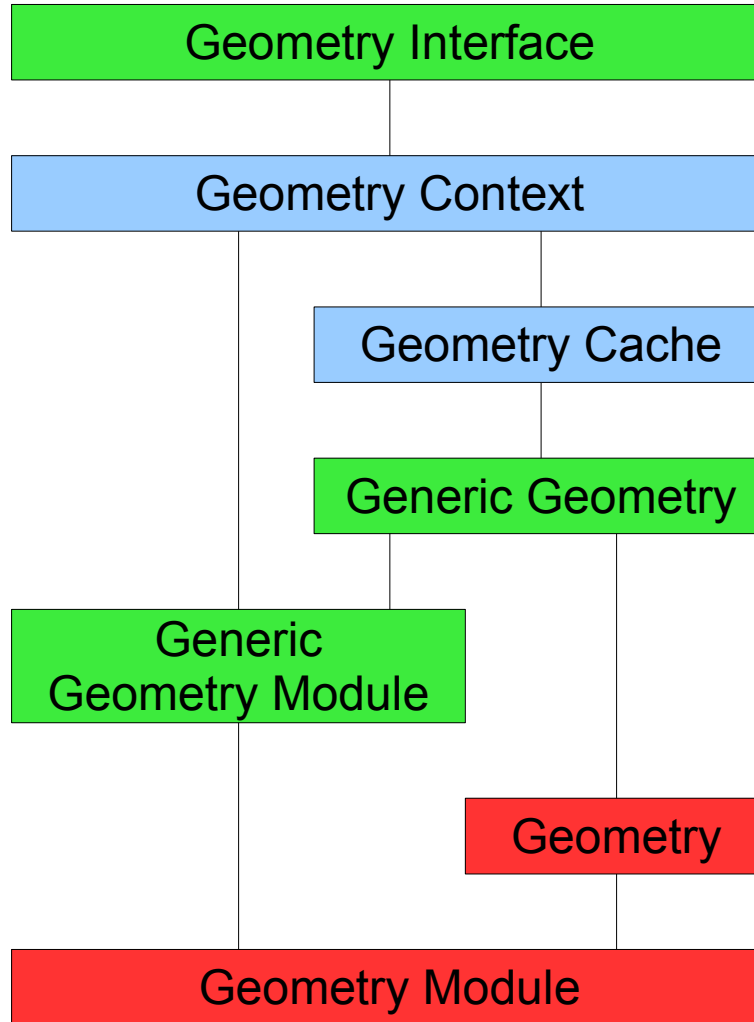
CRBN's public API

CRBN's external modules

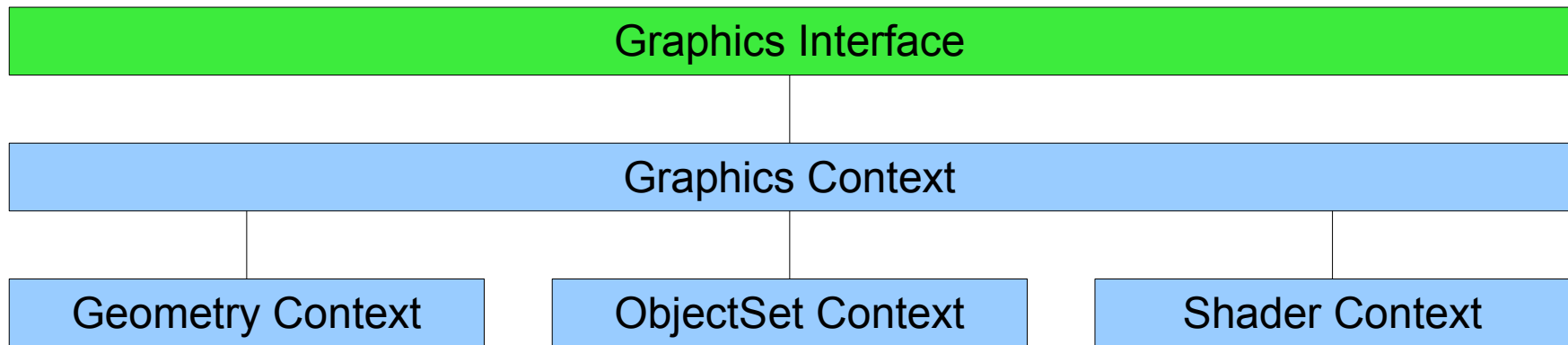
# CRBN's Camera Subsystem



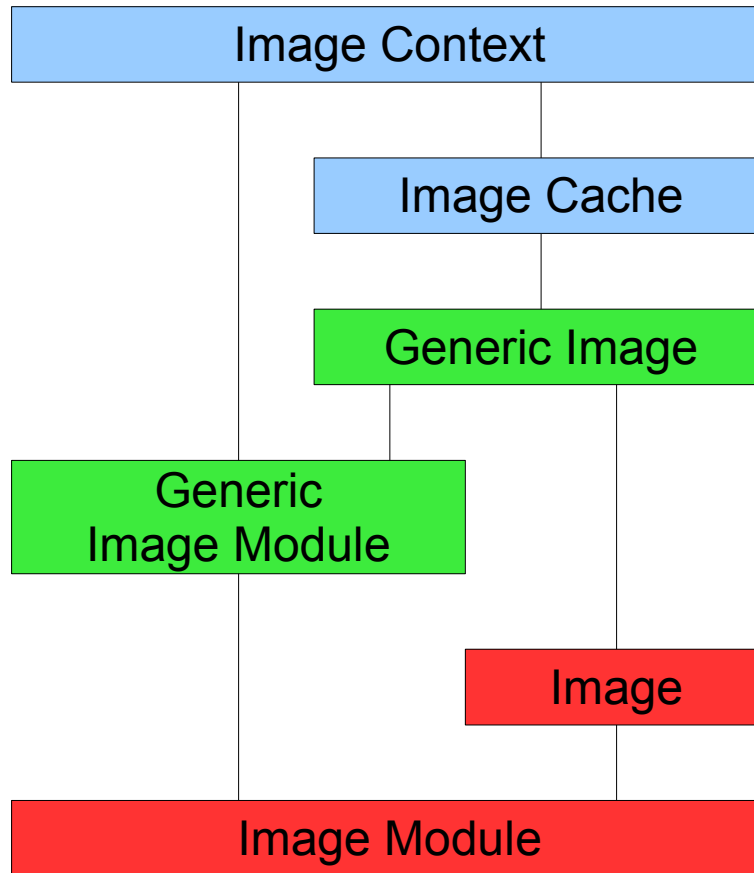
CRBN's  
Geometry Subsystem



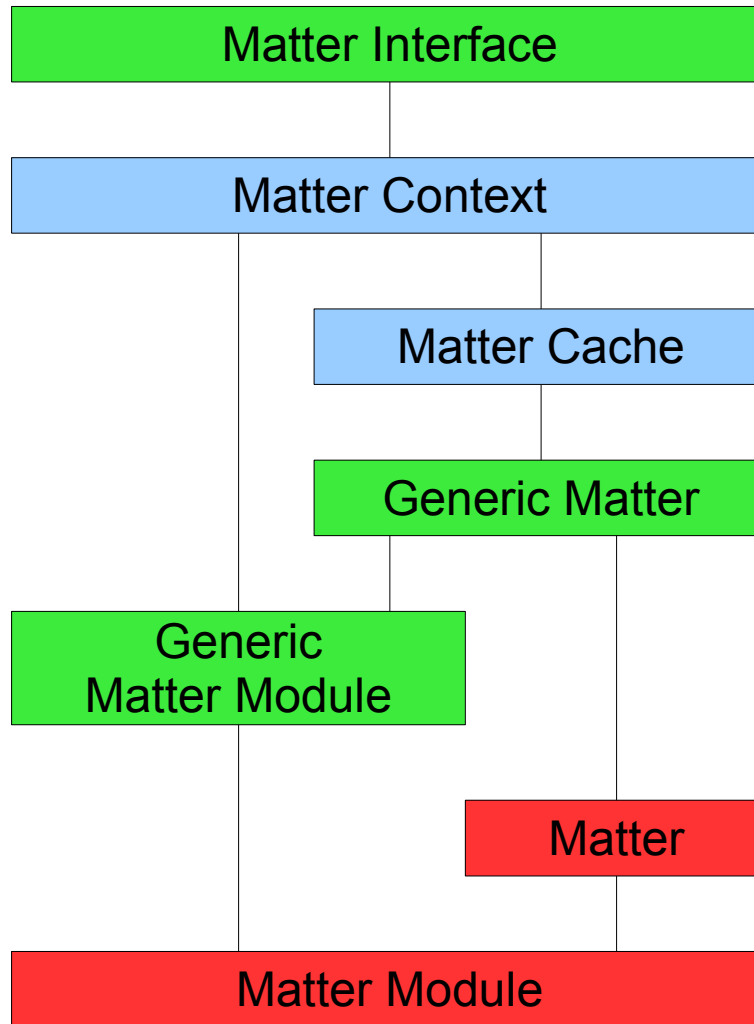
# CRBN's Graphics Subsystem



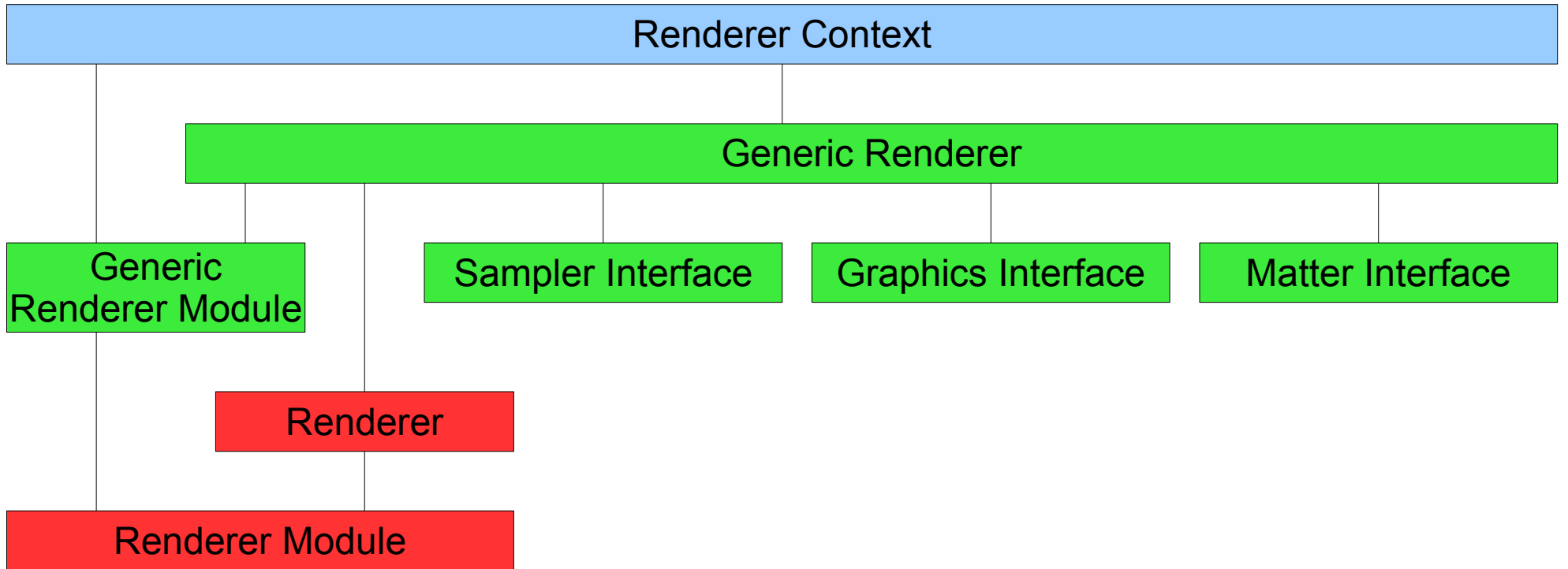
# CRBN's Image Subsystem



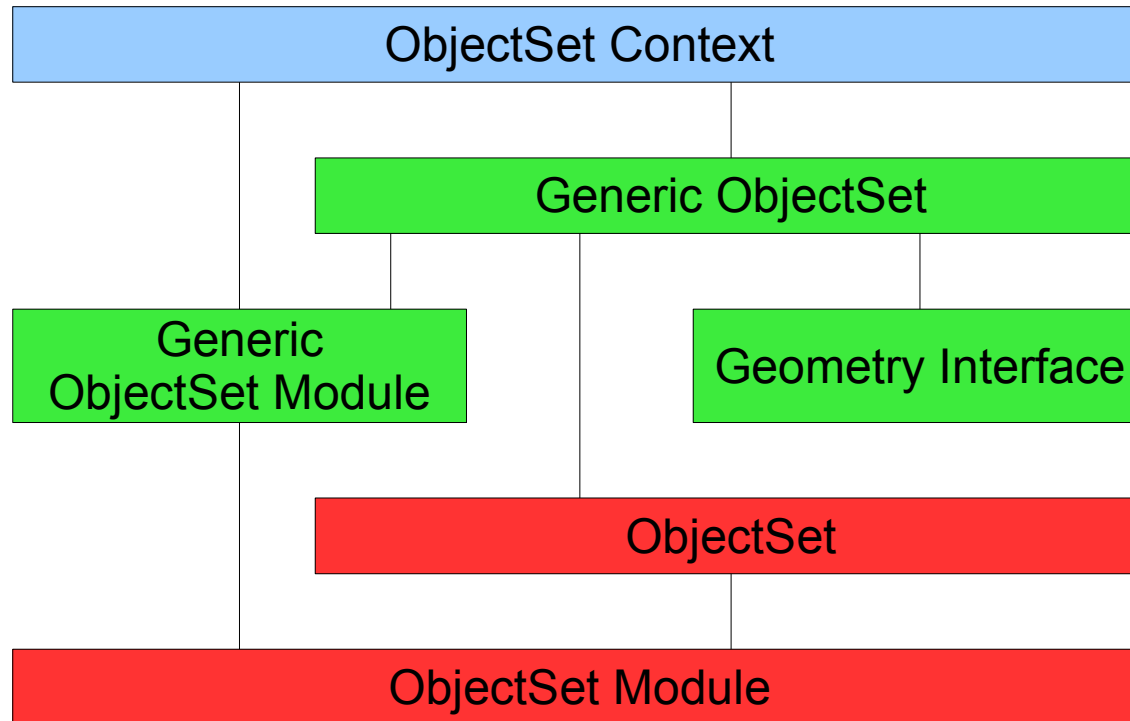
# CRBN's Matter Subsystem



# CRBN's Renderer Subsystem

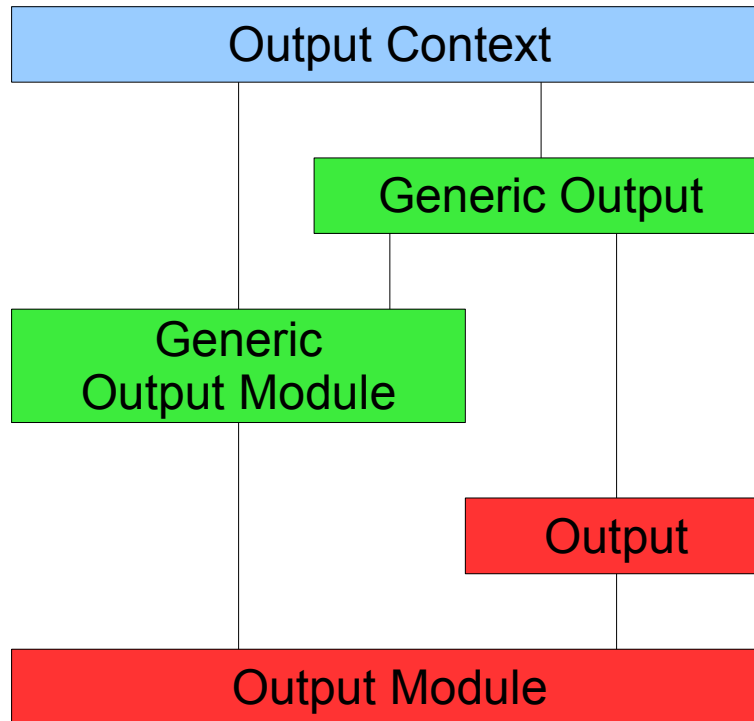


# CRBN's ObjectSet Subsystem

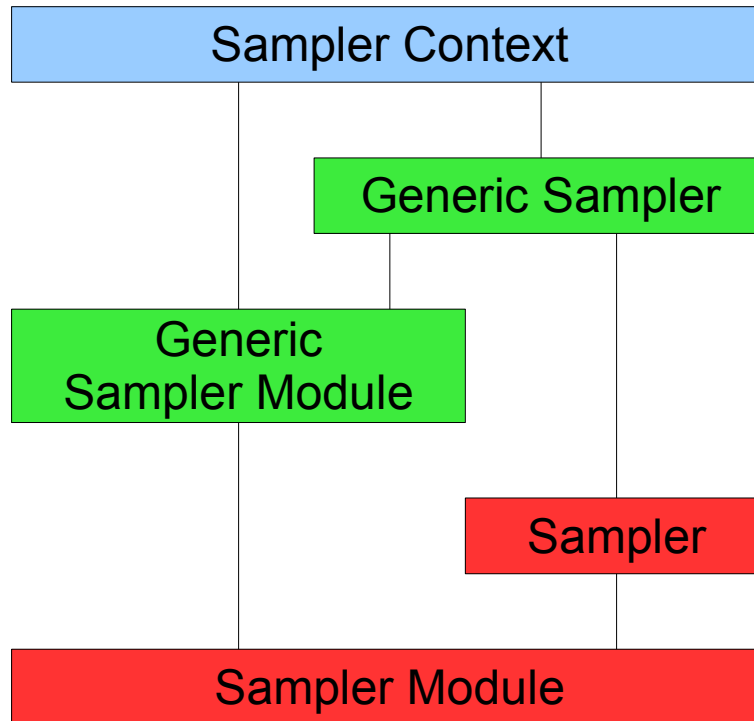




# CRBN's Output Subsystem



# CRBN's Sampler Subsystem



# CRBN's Shader Subsystem

