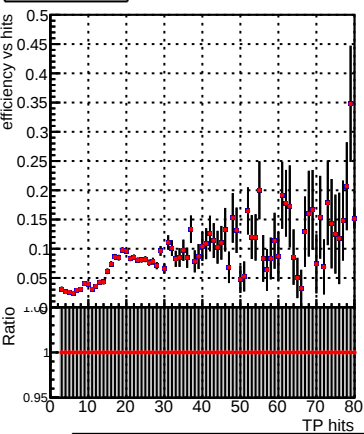
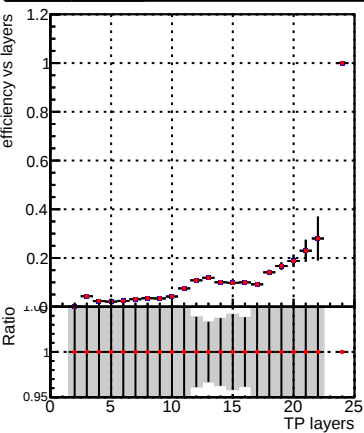


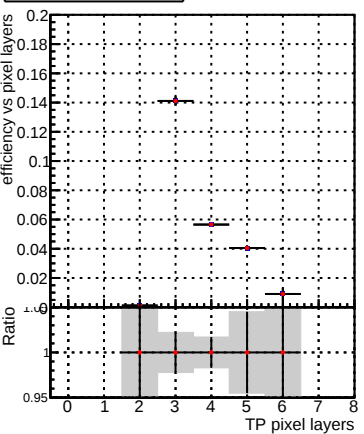
Efficiency vs hit



Efficiency vs TP layer



Efficiency vs pixel layer



Efficiency vs 3D layer

