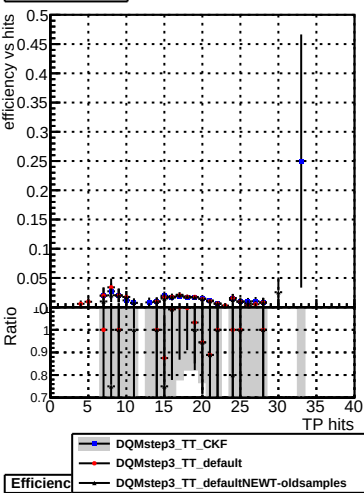
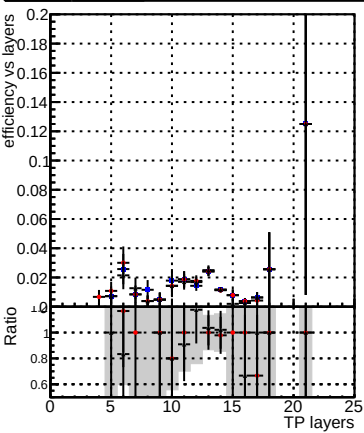


Efficiency vs hit



Efficiency



Efficiency vs 3D layer

