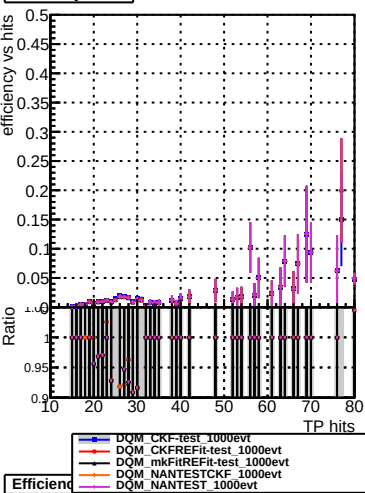
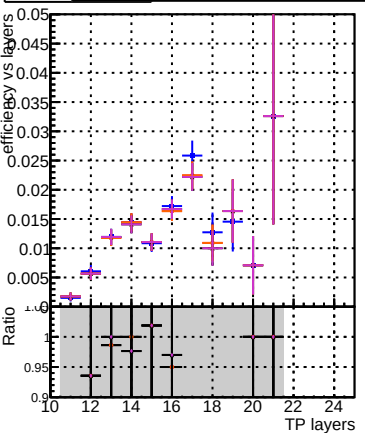


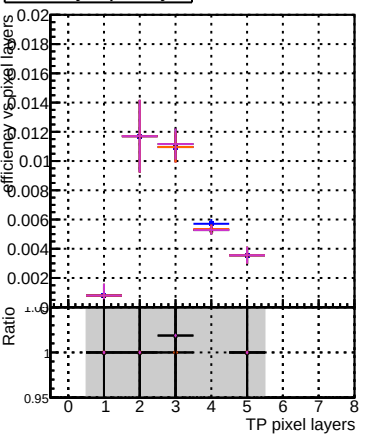
Efficiency vs hit



Efficiency vs layers



Efficiency vs pixel layer



Efficiency vs 3D layer

