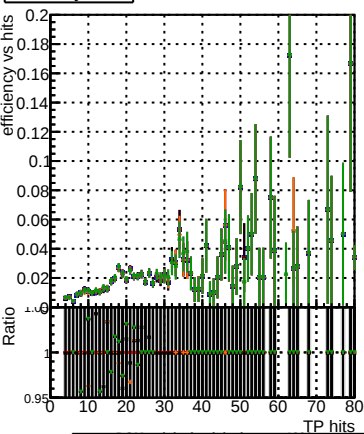


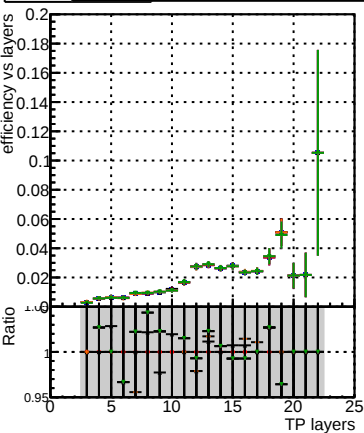
Efficiency vs hit



Ratio

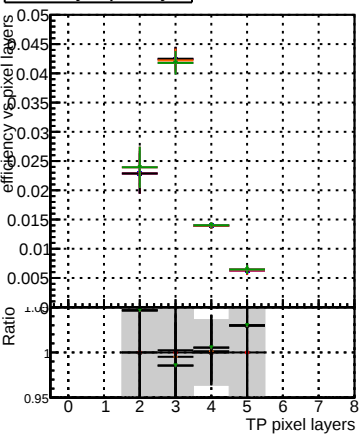


Efficiency



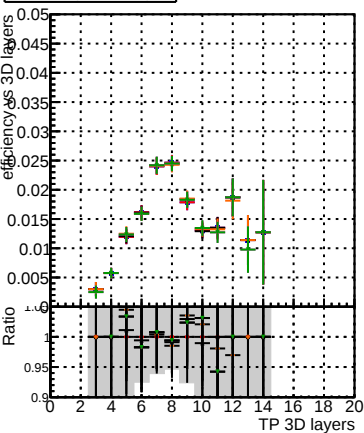
Ratio

Efficiency vs pixel layer



Ratio

Efficiency vs 3D layer



Ratio