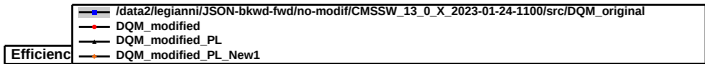


Efficiency vs hit



Efficiency vs pixel layer



Efficiency vs 3D layer

