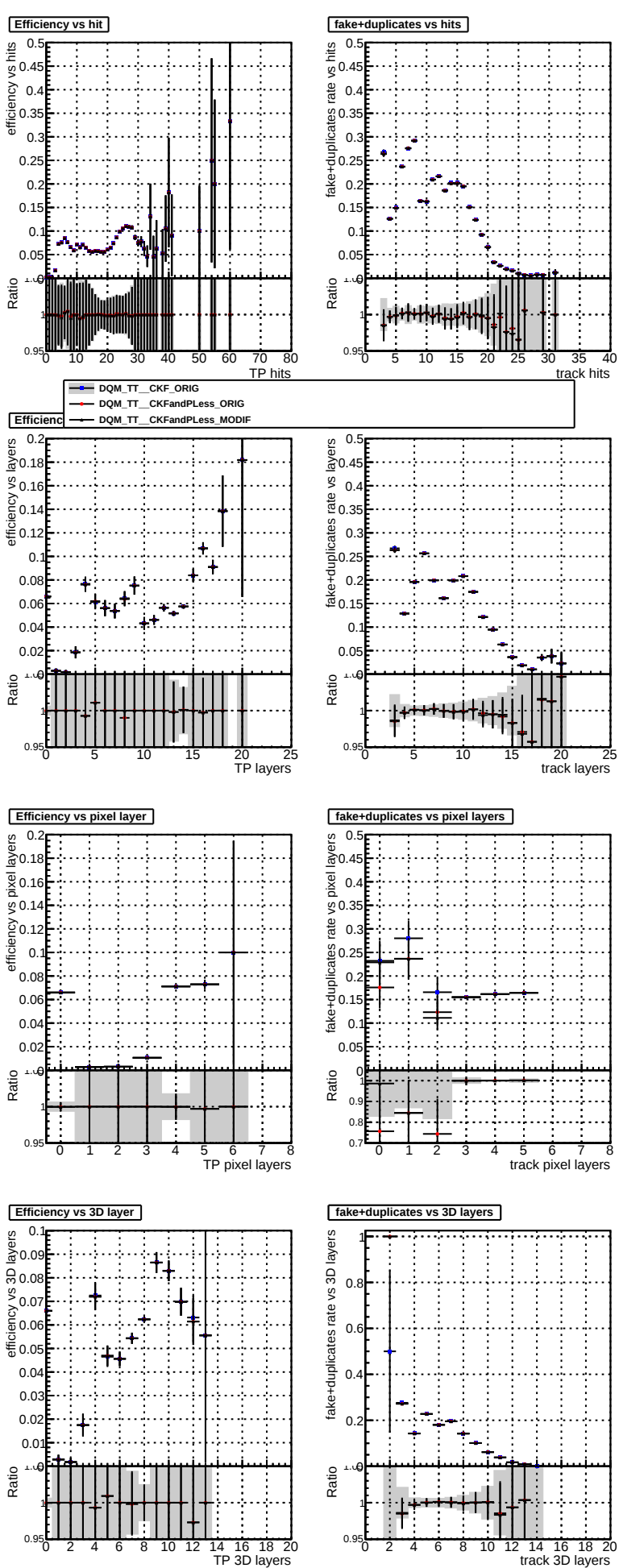




Efficiency vs hit

fake+duplicates vs hits

Efficiency vs TP layers

fake+duplicates vs TP layers

Efficiency vs pixel layer

fake+duplicates vs pixel layers

Efficiency vs 3D layer

fake+duplicates vs 3D layers