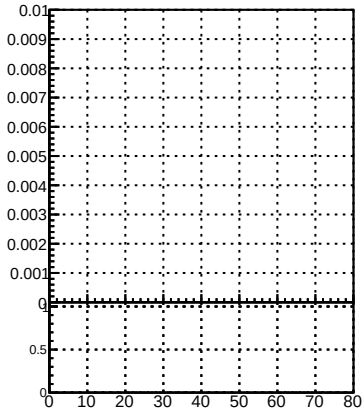
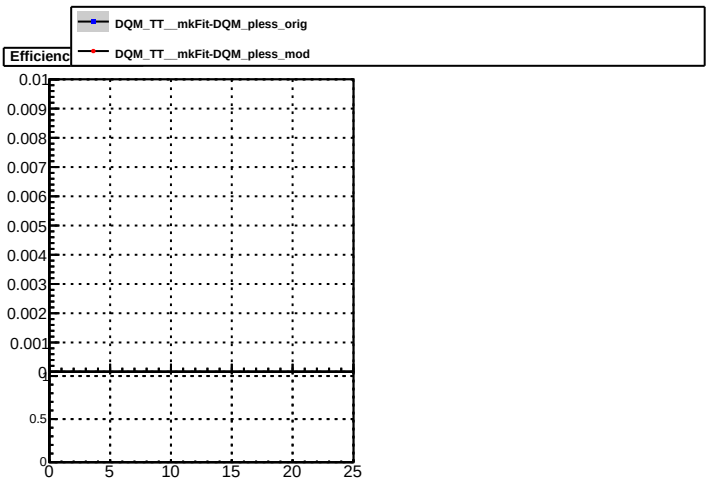
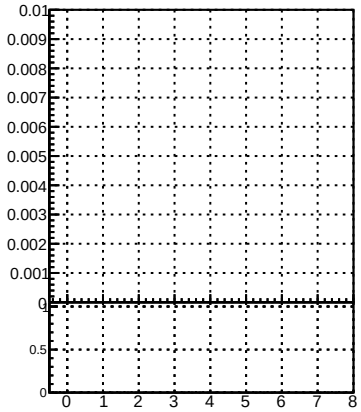
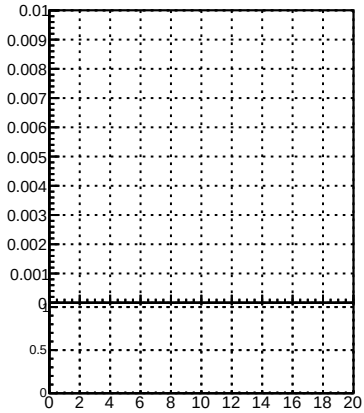
Efficiency vs hit





Efficiency vs pixel layer



Efficiency vs 3D layer