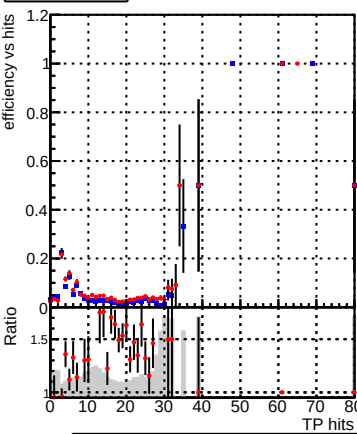
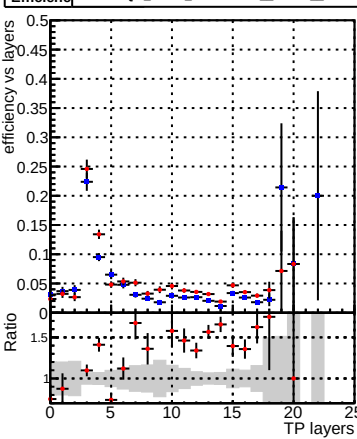


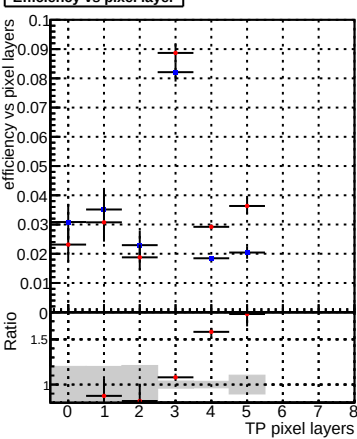
Efficiency vs hit



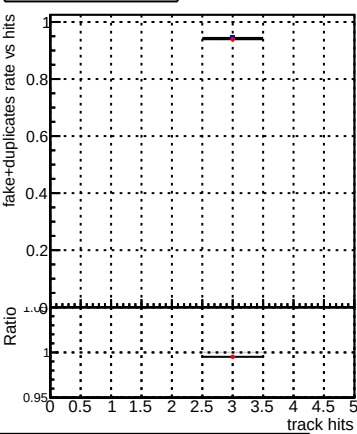
Efficiency



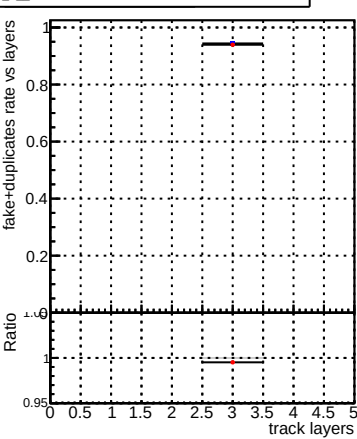
Efficiency vs 3D layer



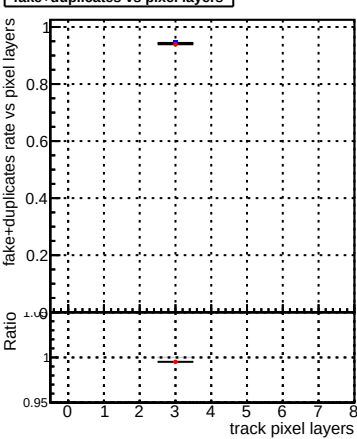
fake+duplicates vs hits



fake+duplicates



fake+duplicates vs pixel layers



fake+duplicates vs 3D layers

