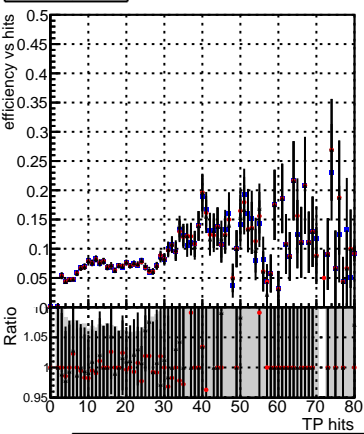
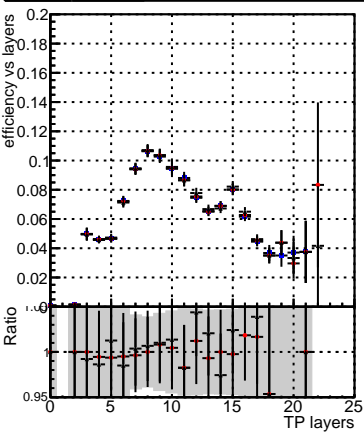
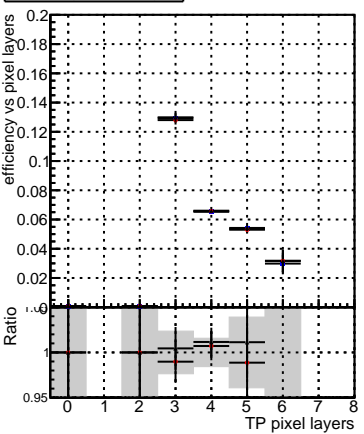


Efficiency vs hit**Efficiency vs TP layers****Efficiency vs pixel layer****Efficiency vs 3D layer**