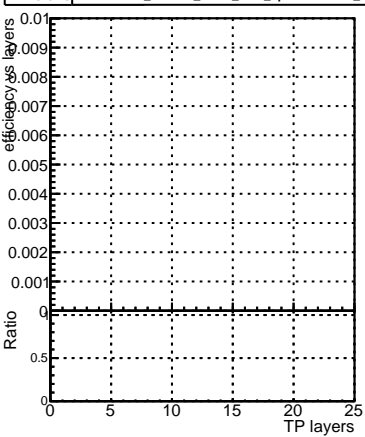


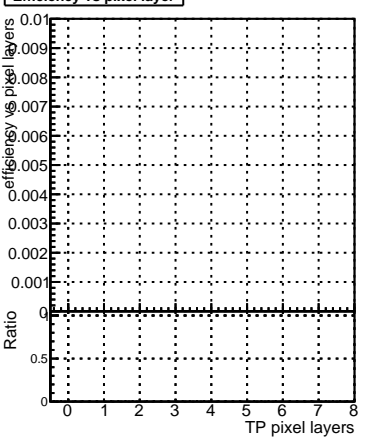
Efficiency vs hit



Efficiency vs layer



Efficiency vs pixel layer



Efficiency vs 3D layer

