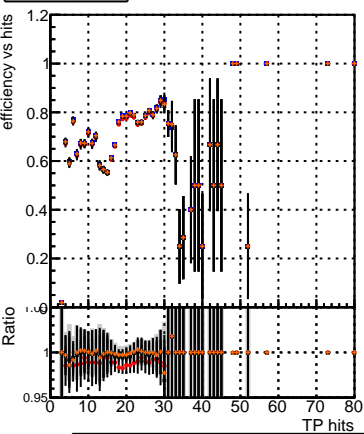
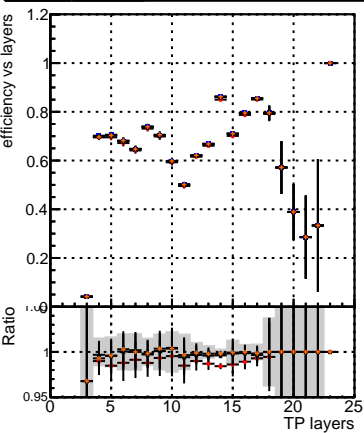


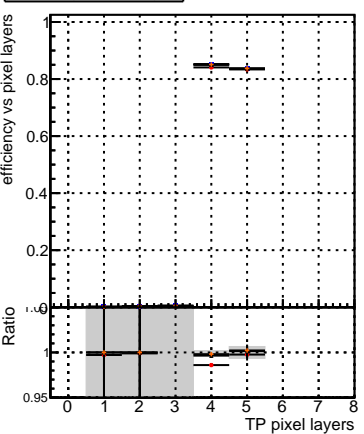
Efficiency vs hit



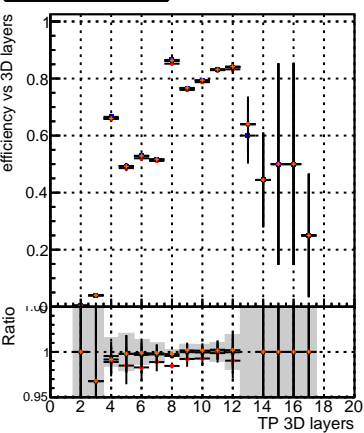
Efficiency vs layer



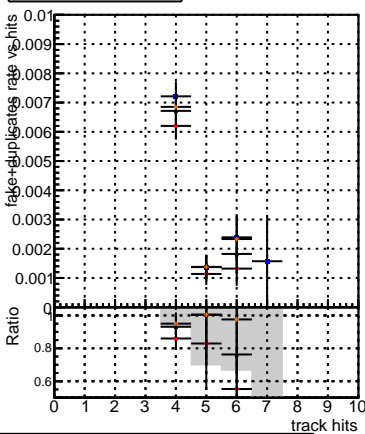
Efficiency vs pixel layer



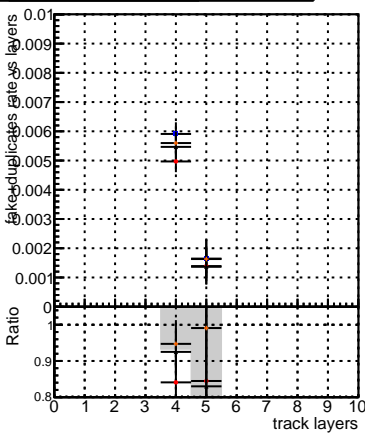
Efficiency vs 3D layer



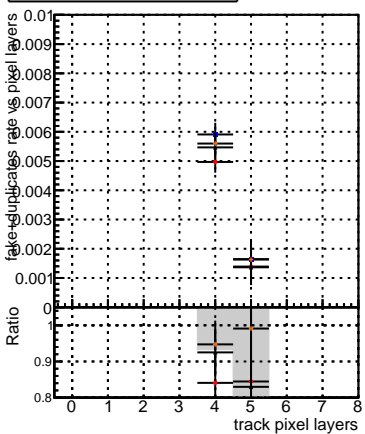
fake+duplicates vs hits



fake+duplicates vs layer



fake+duplicates vs pixel layers



fake+duplicates vs 3D layers

