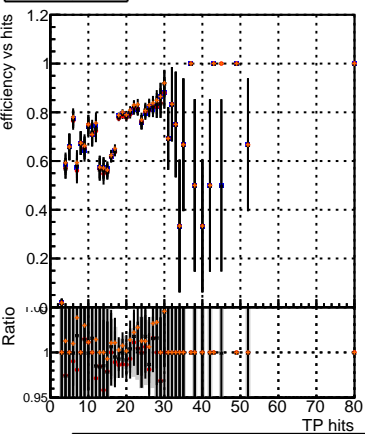


Efficiency vs hit



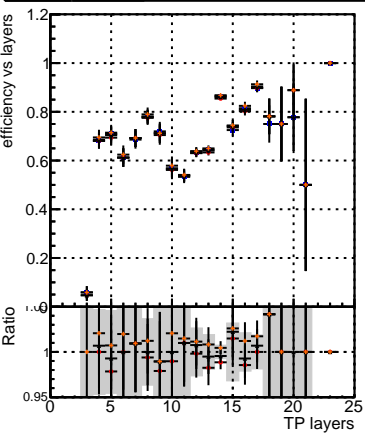
—●— default

—●— hist0

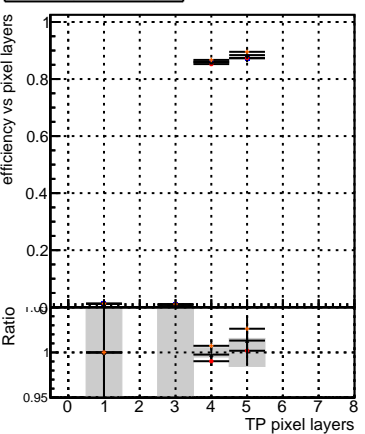
—●— hist1

—●— hist2

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

