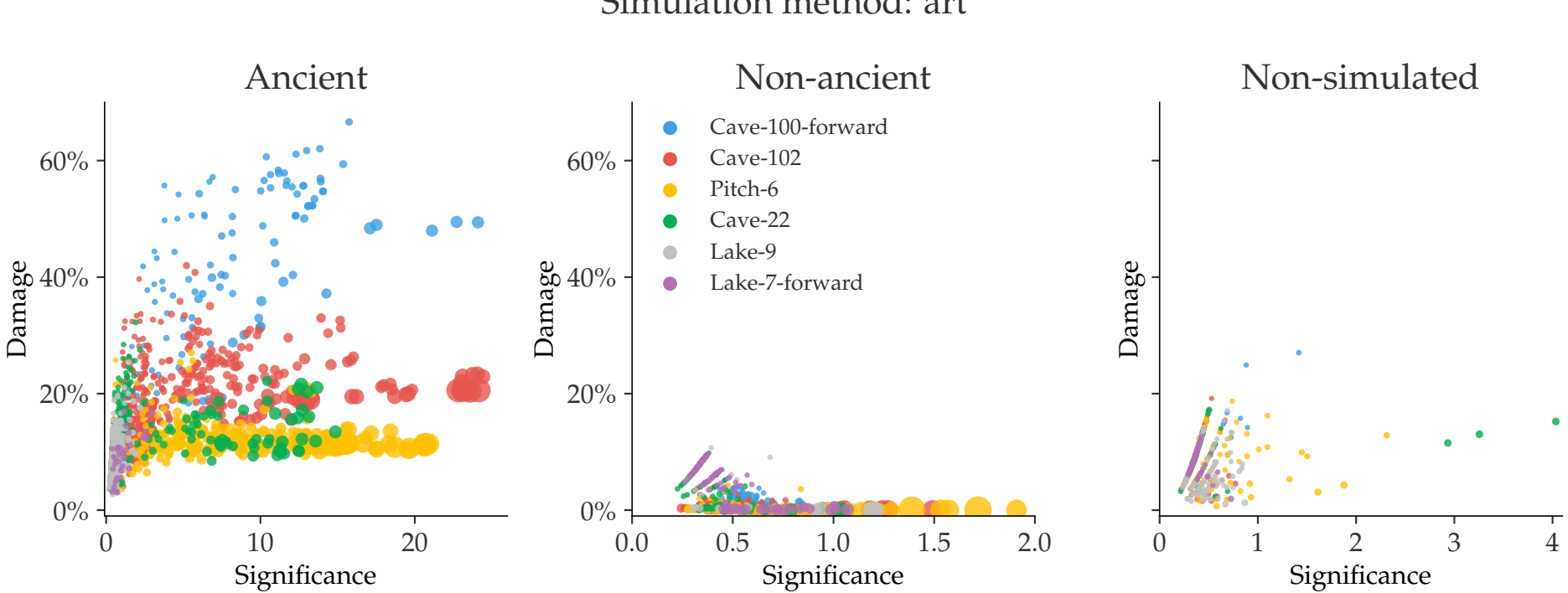
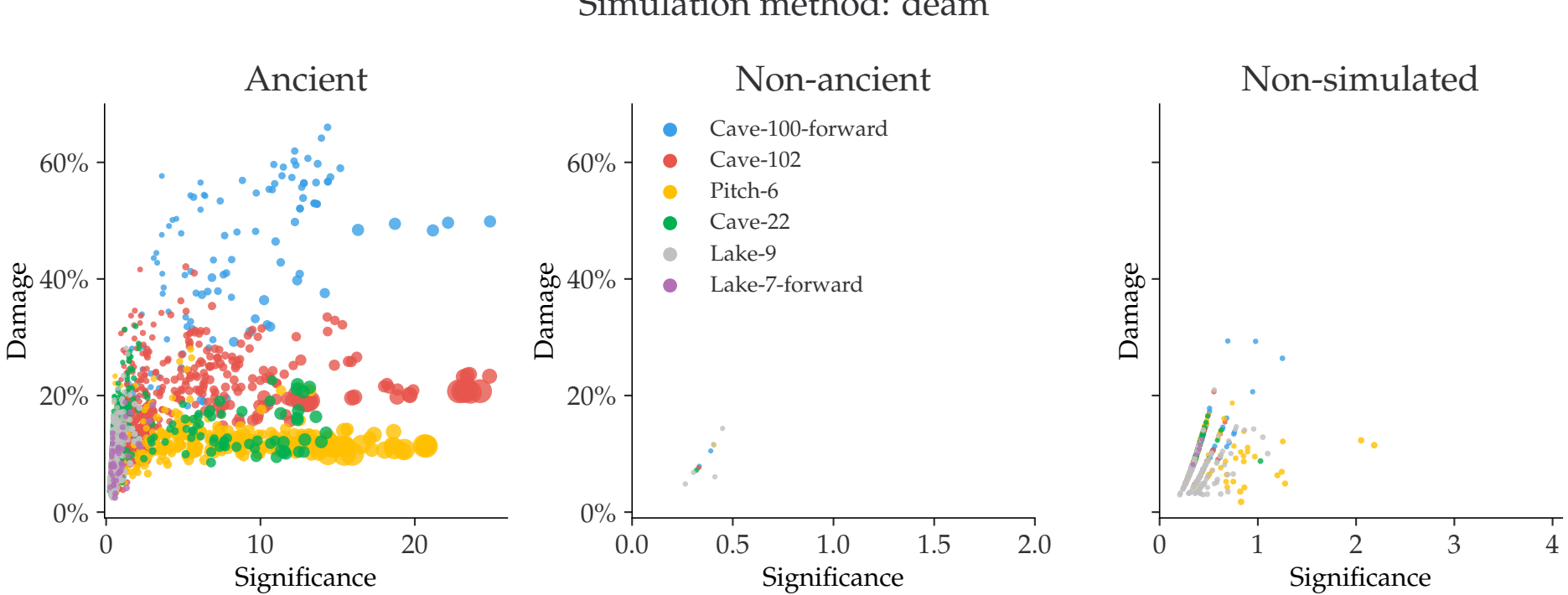
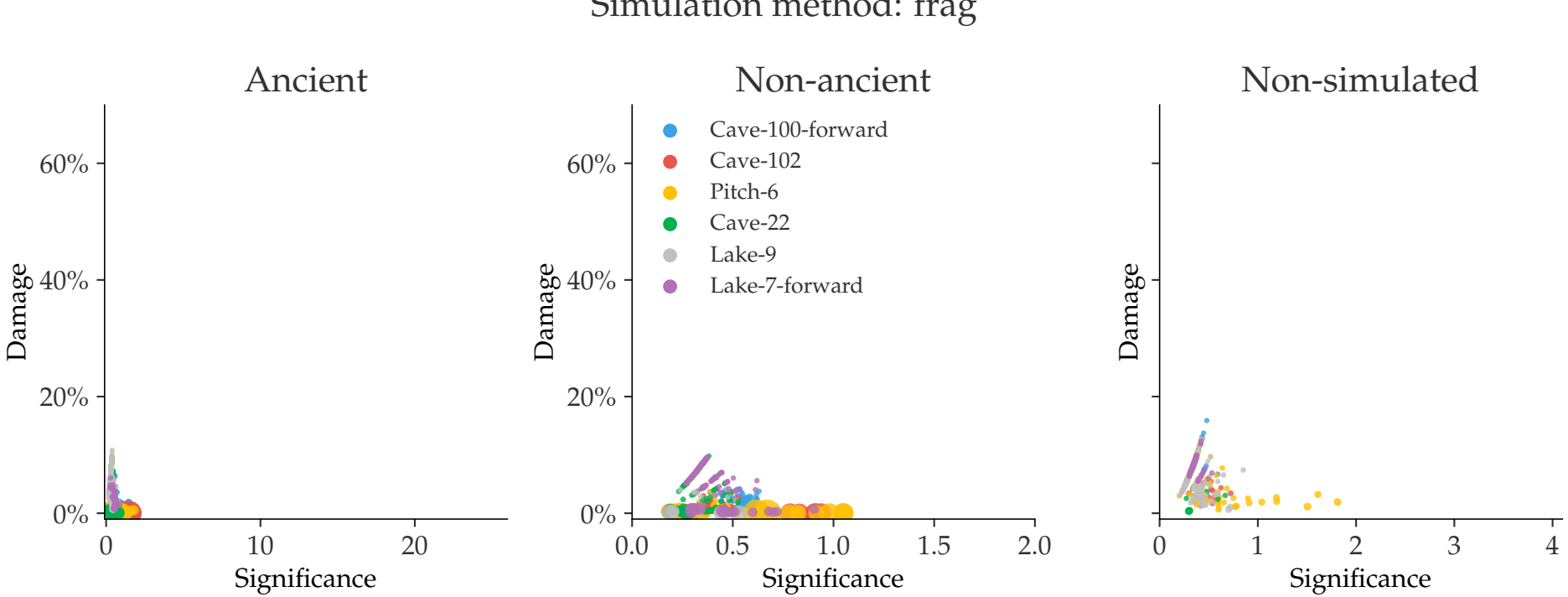

Simulation method: art
Ancient
Non-ancient
Non-simulated
Damage
Significance
60%
40%
20%
0%
0
10
20
0.0
0.5
1.0
1.5
2.0
1
2
3
4
Cave-100-forward
Cave-102
Pitch-6
Cave-22
Lake-9
Lake-7-forward


Simulation method: deam
Ancient
Non-ancient
Non-simulated
Damage
Significance
0%
20%
40%
60%
0
10
20
0.0
0.5
1.0
1.5
2.0
1
2
3
4
Cave-100-forward
Cave-102
Pitch-6
Cave-22
Lake-9
Lake-7-forward


Simulation method: frag
Ancient
Non-ancient
Non-simulated
Damage
Significance
60%
40%
20%
0%
0
10
20
0.0
0.5
1.0
1.5
2.0
1
2
3
4
Cave-100-forward
Cave-102
Pitch-6
Cave-22
Lake-9
Lake-7-forward