Bad performance in rendering speed, for example

model: nerfacto, polycamera by iphone 15 pro, data processed by NeRFStudio

```
Printing profiling stats, from longest to shortest duration in seconds
Trainer.train_iteration: 0.0287
VanillaPipeline.get_train_loss_dict: 0.0152
(nerfstudio) (base) yanzk@discover-03:~/liujk/nerfstudio$ ns-render camera-path --load-config outputs/MyRoom/nerfacto/2024-06-30_133537/config.y
ml --camera-path-
filename /data14/yanzk/liujk/nerfstudio/data/processed/MyRoom/camera_paths/2024-06-30-13-36-05.json --output-path renders/MyRoom/2024-06-30-13-3
6-05.mp4
[14:01:09]  Dataset is overriding orientation method to none                              nerfstudio_dataparser.py:232
            Dataset is overriding orientation method to none                              nerfstudio_dataparser.py:232
            Dataset is overriding orientation method to none                              nerfstudio_dataparser.py:232
Loading latest checkpoint from load_dir
✅ Done loading checkpoint from outputs/MyRoom/nerfacto/2024-06-30_133537/nerfstudio_models/step-000029999.ckpt
Creating trajectory video
🎥 Rendering 🎥 ━━━━━━━━━━━━━━━━━━━━━━━━━  208/480(43.3%) 0.28 fps 0:16:15 0:13:06
```