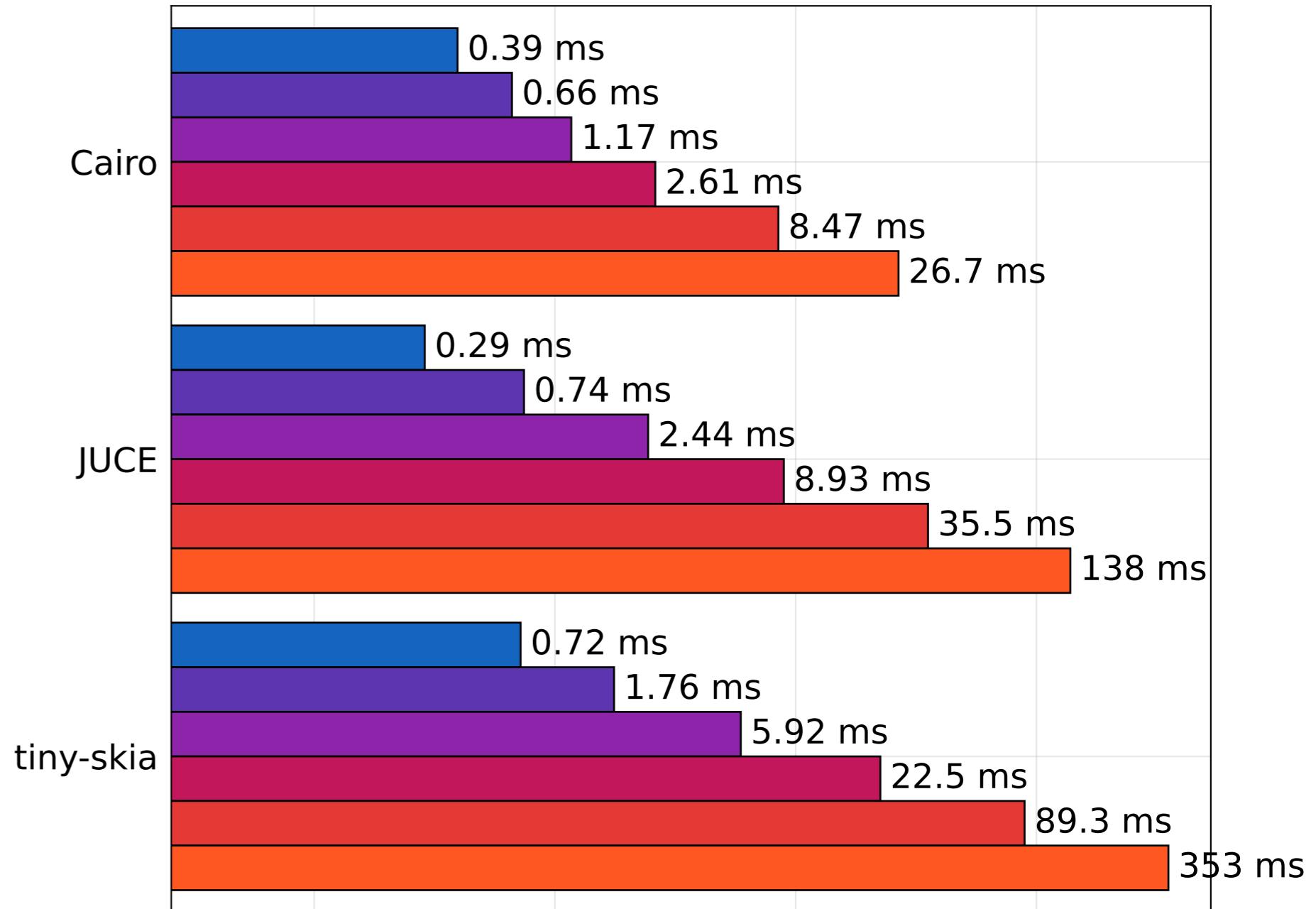
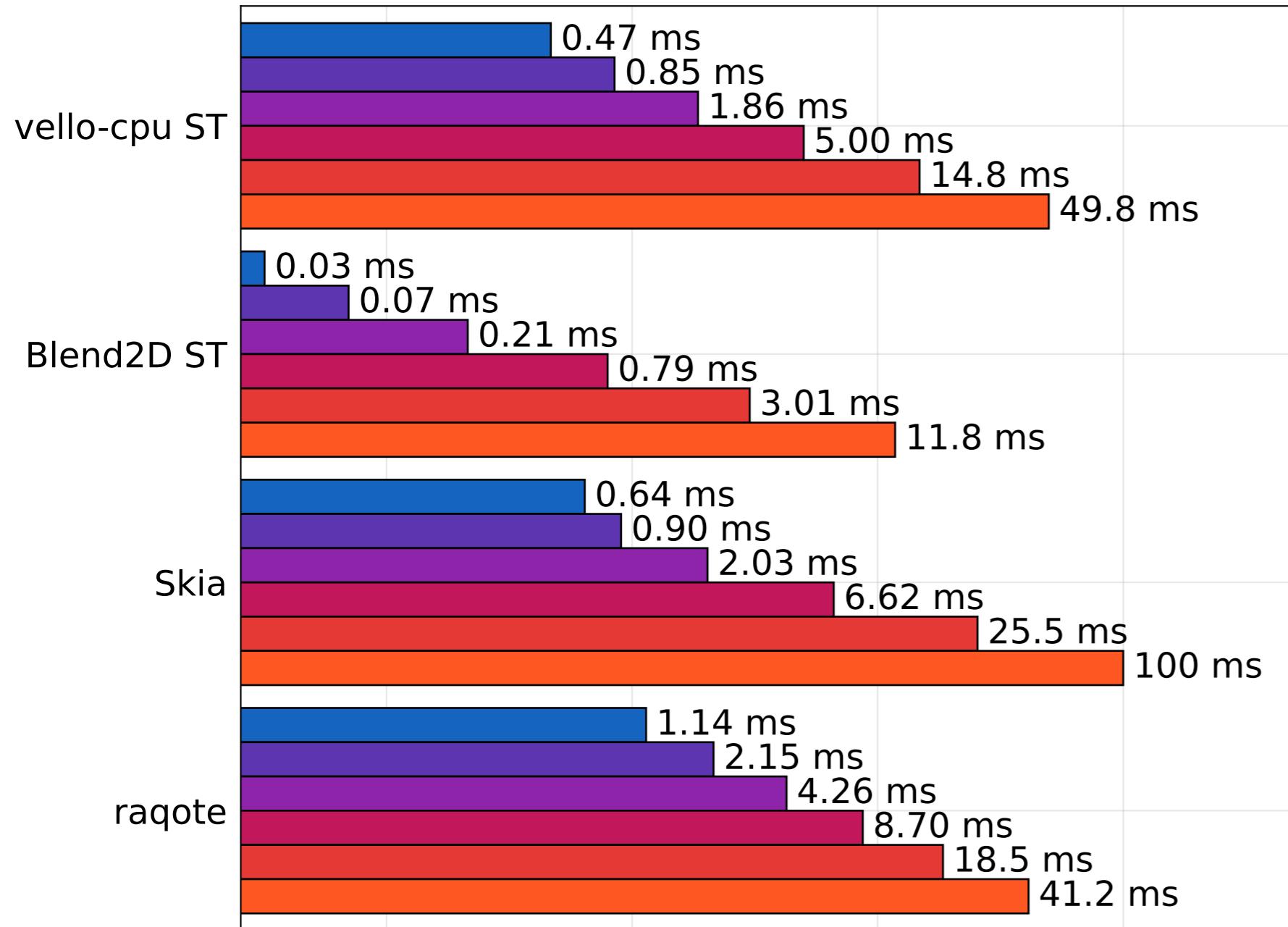


# Fill - Pattern\_NN - RectA

## (Time for 1000 render calls in ms)



Shape Size

8x8 16x16 32x32 64x64 128x128 256x256