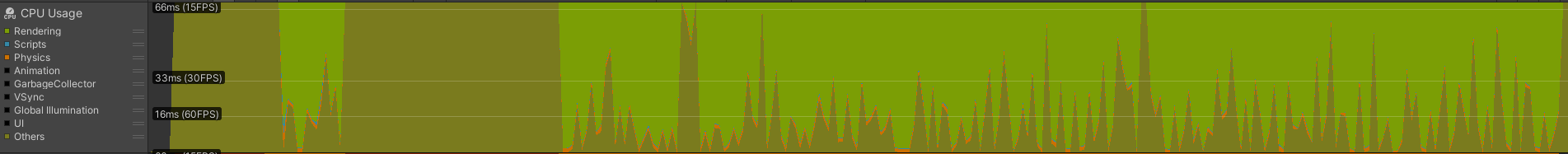
Min distance overall '0.2' (Game scene)

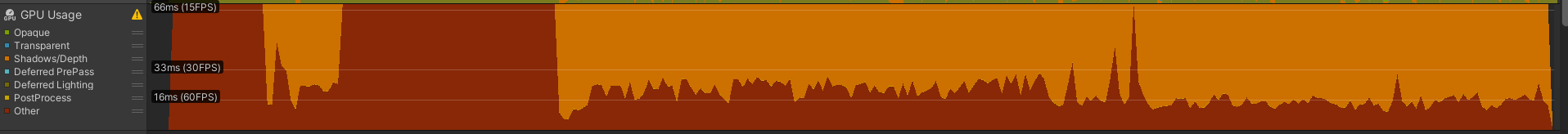
Malta and Gozo texture based buildings

Time to render: 53 seconds

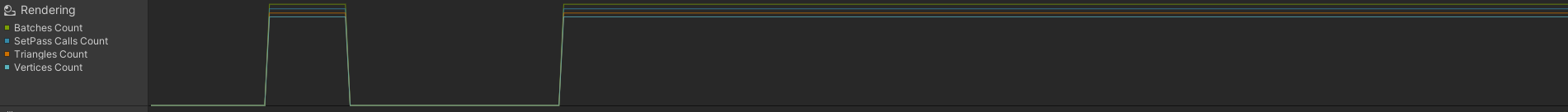
CPU Usage



GPU Usage

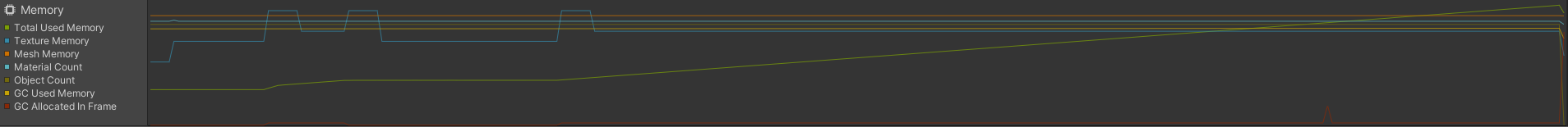


Rendering

A screenshot of a computer

Description automatically generated with medium confidence

Memory

A picture containing multimedia software, graphics software, software, screenshot

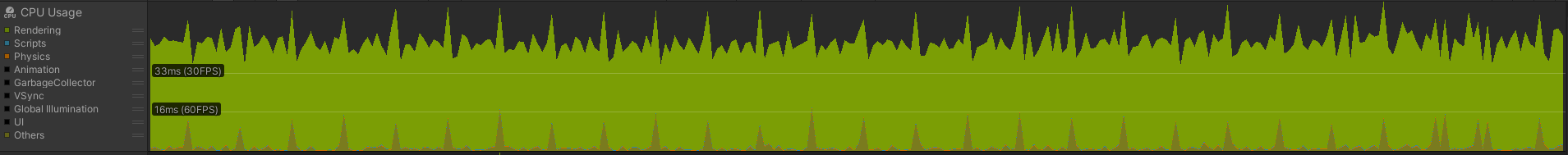
Description automatically generated

Min distance overall '0.2' (Game scene)

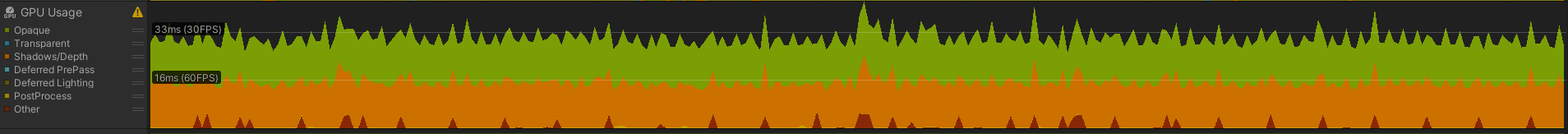
Malta 1km area

Time to render: 29.30 seconds (2 minutes 40seconds 10milliseconds)

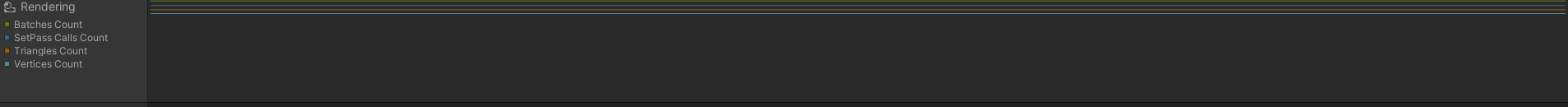
CPU Usage



GPU Usage

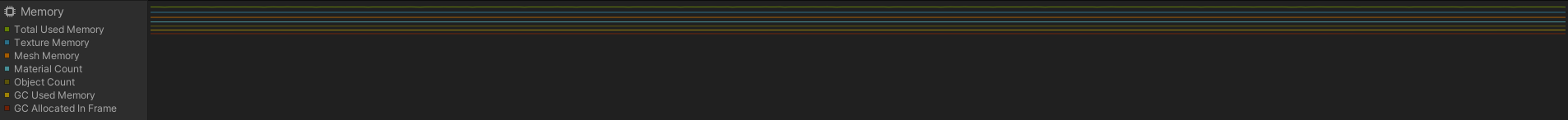


Rendering

A screenshot of a computer

Description automatically generated with medium confidence

Memory

A picture containing text, multimedia software, graphics software, software

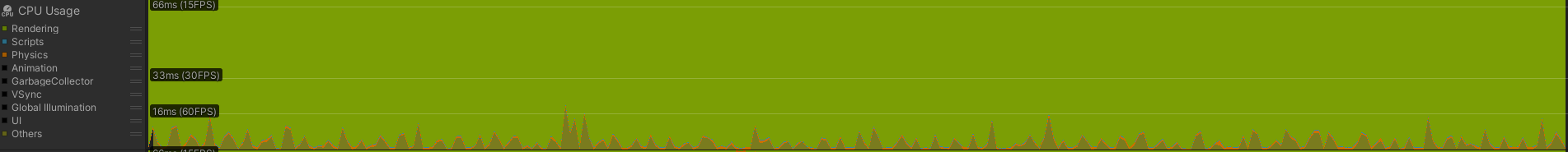
Description automatically generated

Min distance overall '0.2' (Game scene)

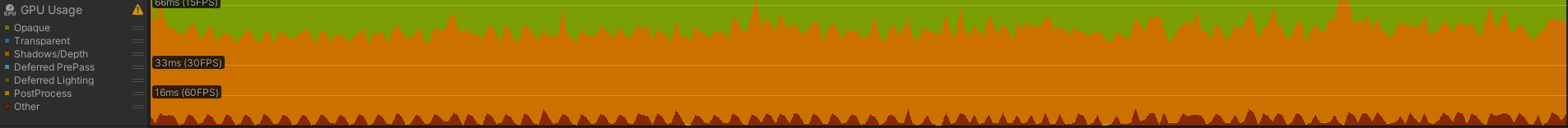
Malta 2km area

Time to render: 29.70 seconds (2 minutes 41seconds 20milliseconds)

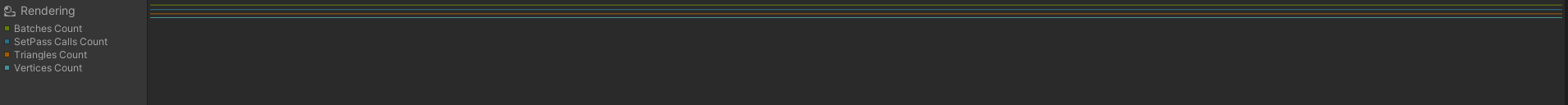
CPU Usage



GPU Usage

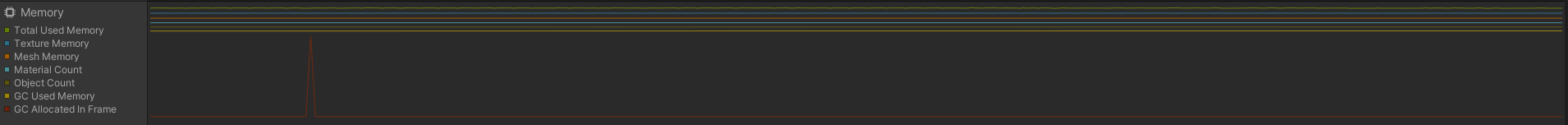


Rendering

A screenshot of a computer

Description automatically generated with medium confidence

Memory



A picture containing multimedia software, graphics software, software, editing

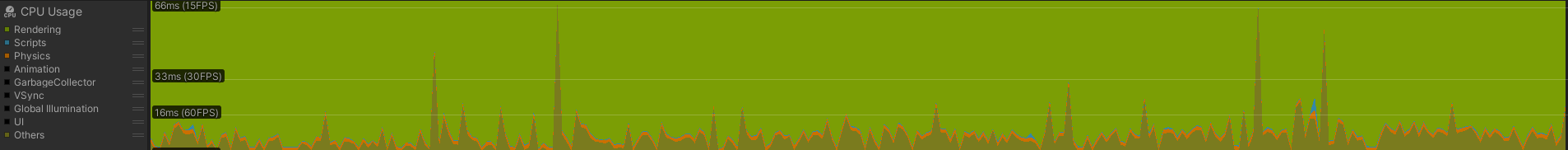
Description automatically generated

Min distance overall '0.2' (Game scene)

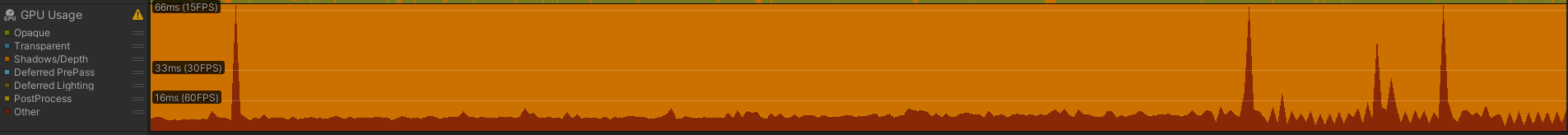
Malta 3km area

Time to render: 30 seconds (2 minutes 42seconds 70milliseconds)

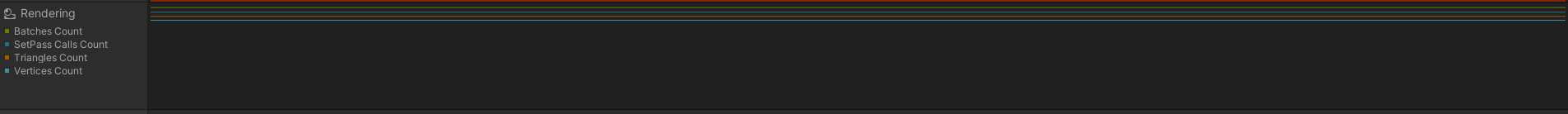
CPU Usage



GPU Usage

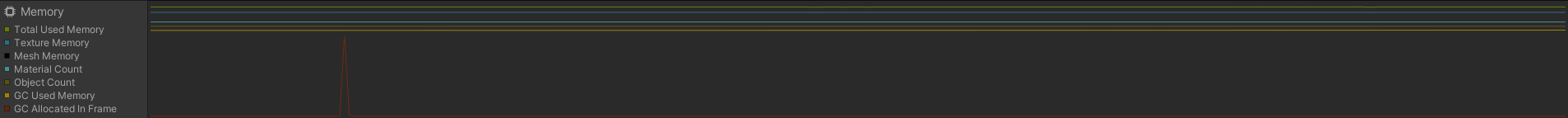


Rendering

A screenshot of a computer

Description automatically generated with medium confidence

Memory

A screenshot of a computer

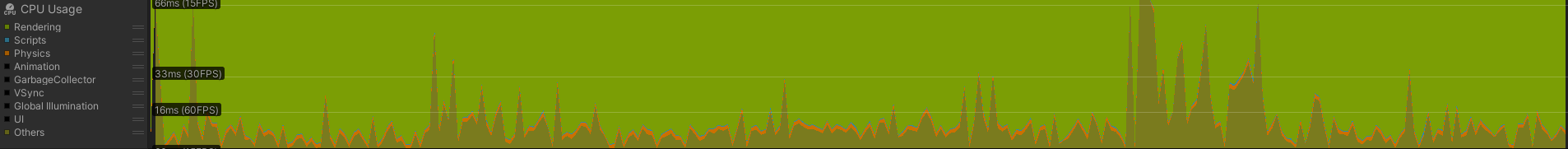
Description automatically generated with low confidence

Min distance overall '0.2' (Game scene)

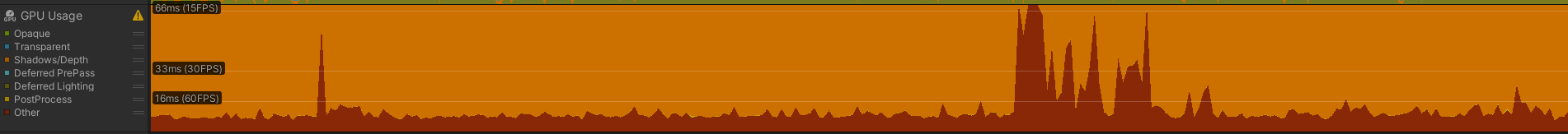
Malta 4km area

Time to render: 29 seconds (2 minutes 46seconds 40milliseconds)

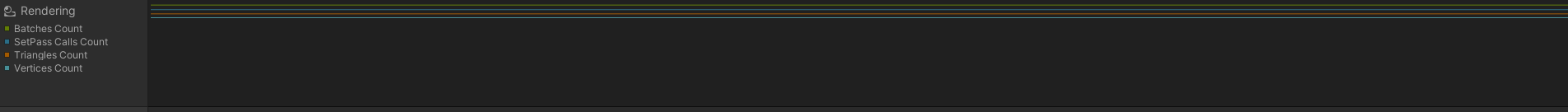
CPU Usage



GPU Usage

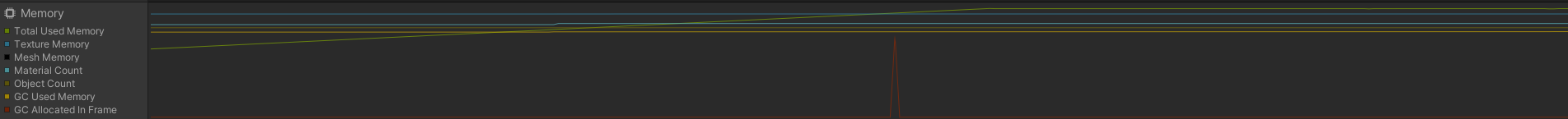


Rendering

A screenshot of a computer

Description automatically generated with medium confidence

Memory

A picture containing screenshot, multimedia software, graphics software, software

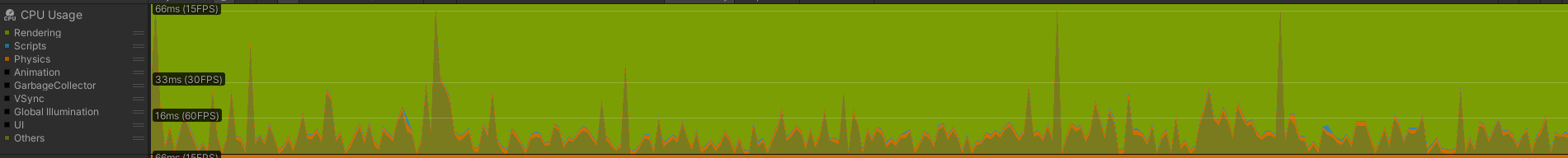
Description automatically generated

Min distance overall '0.2' (Game scene)

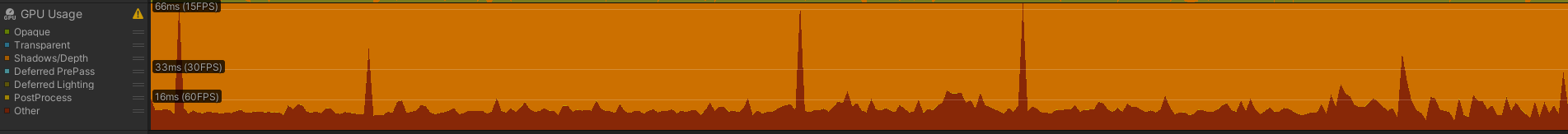
Malta 5km area

Time to render: 30 seconds (2 minutes 48seconds 45milliseconds)

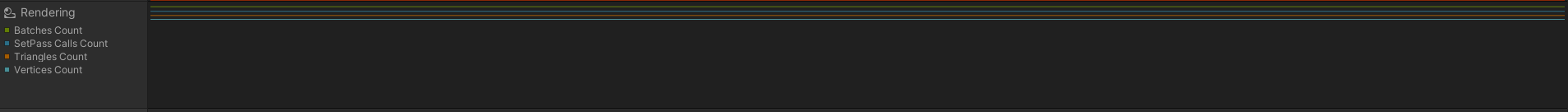
CPU Usage



GPU Usage

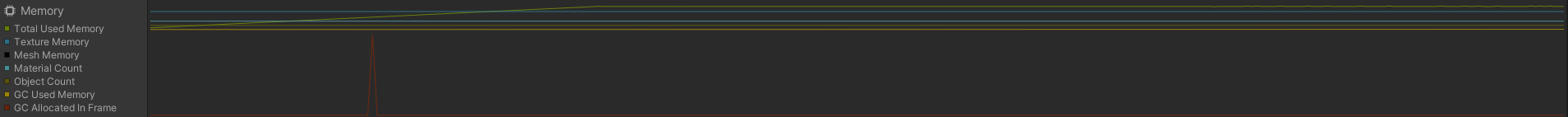


Rendering

A screenshot of a computer

Description automatically generated with medium confidence

Memory

A picture containing multimedia software, graphics software, software, text

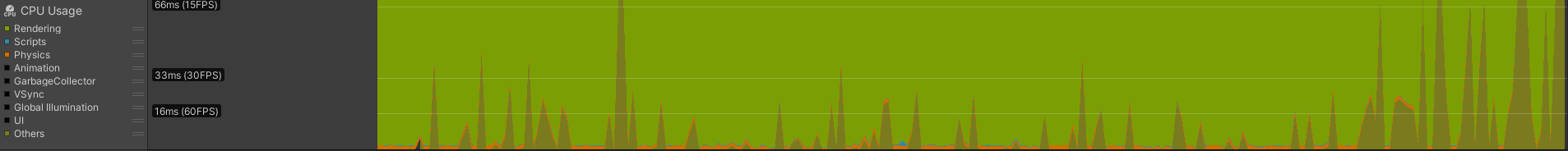
Description automatically generated

Min distance overall '0.5' (Game scene) (Realistic models)

Malta and Gozo texture based buildings

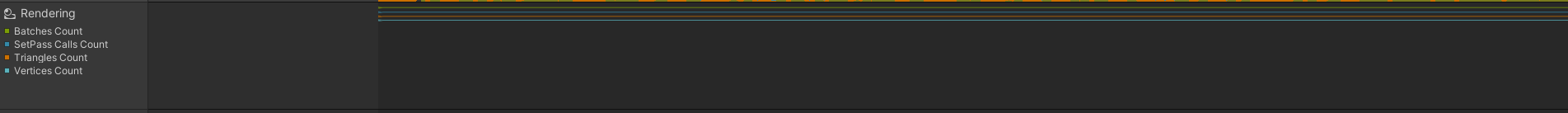
Time to render: 20 seconds

CPU Usage



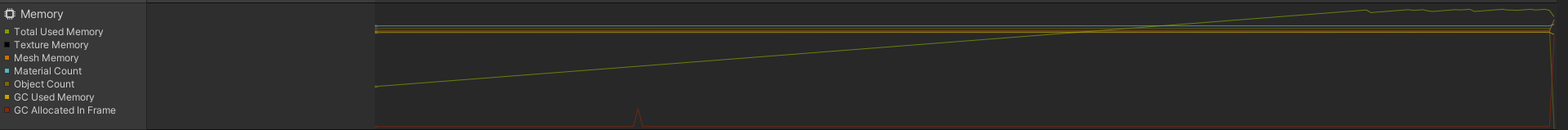
GPU Usage

Rendering

 A screenshot of a computer

Description automatically generated with medium confidence

Memory

 A picture containing multimedia software, software, graphics software, screenshot

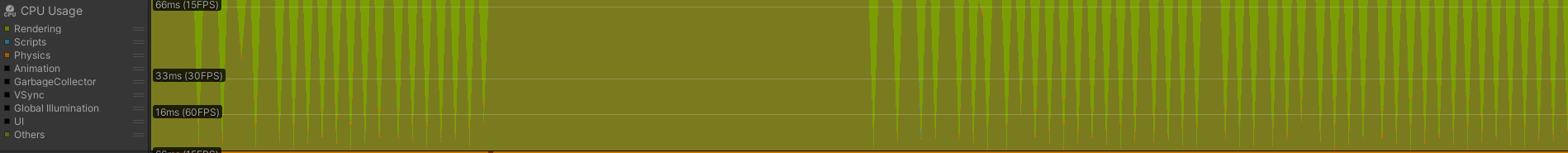
Description automatically generated

Min distance overall '0.2' (Game scene)

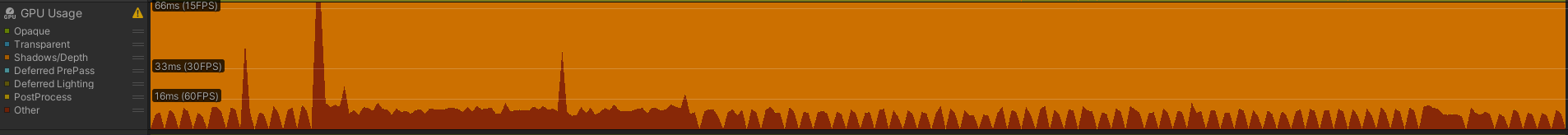
Malta 1km area

Time to render: 30 seconds (2 minutes 47seconds 50milliseconds)

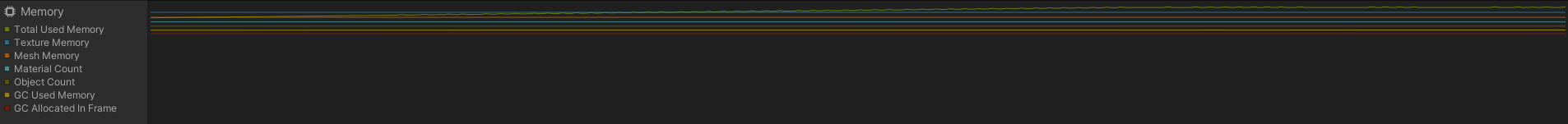
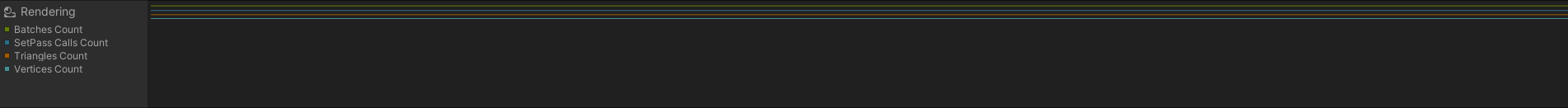
CPU Usage



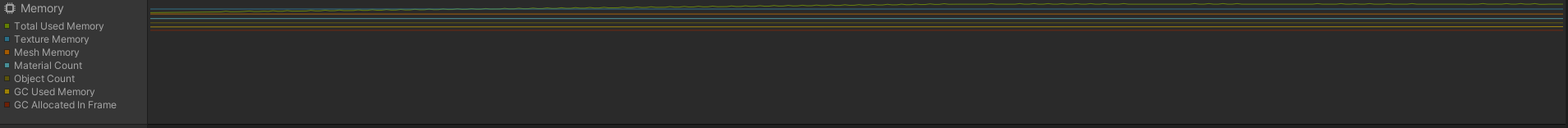
GPU Usage



Rendering



Memory

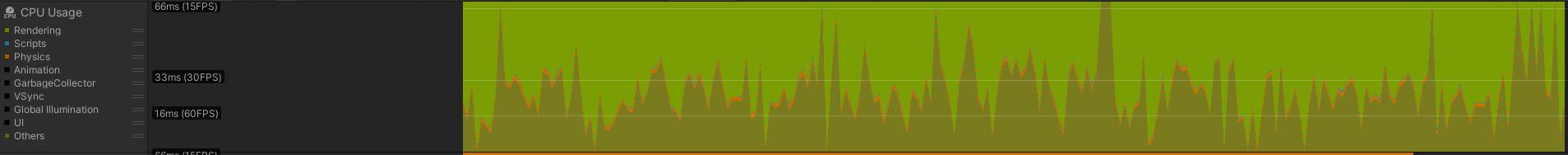


Min distance overall '0.2' (Game scene)

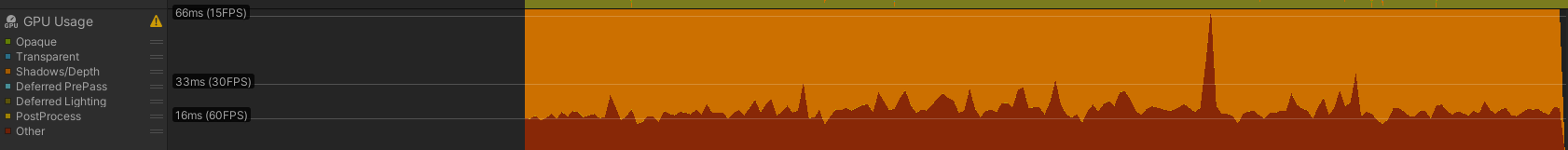
Malta 2km area

Time to render: 32 seconds ( 2minutes 50seconds 20milliseconds)

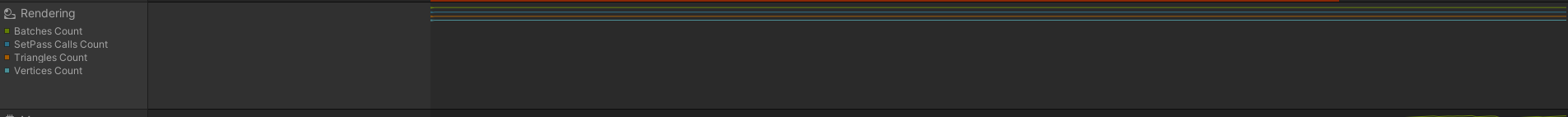
CPU Usage



GPU Usage

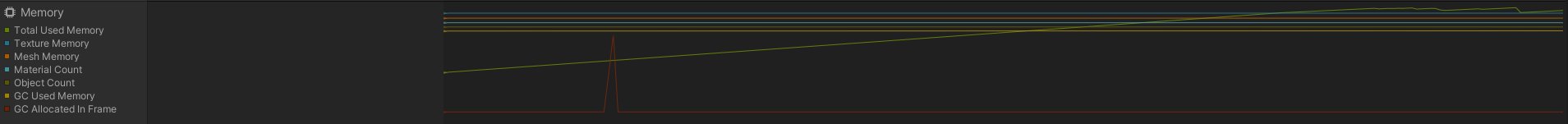


Rendering

 A screenshot of a computer

Description automatically generated with medium confidence

Memory

 A picture containing screenshot, multimedia software, graphics software

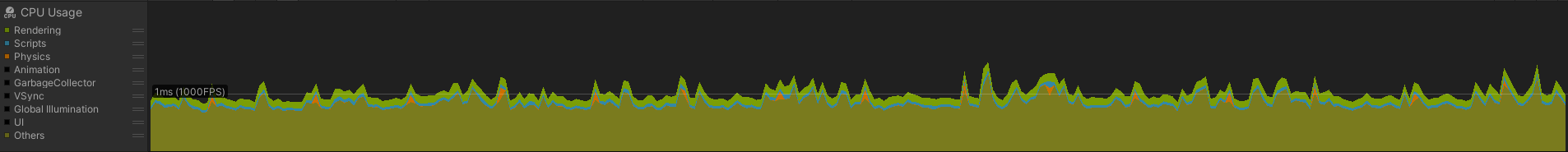
Description automatically generated

Min distance overall '0.2' (Game scene)

Malta 3km area

Time to render: 34 seconds (2 minutes 55seconds)

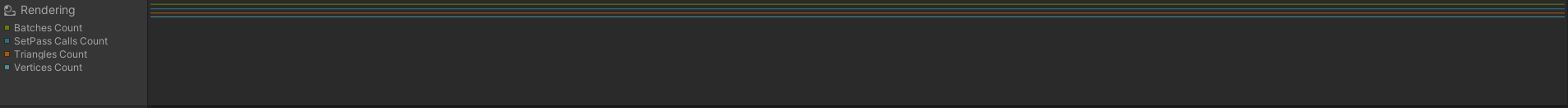
CPU Usage



GPU Usage

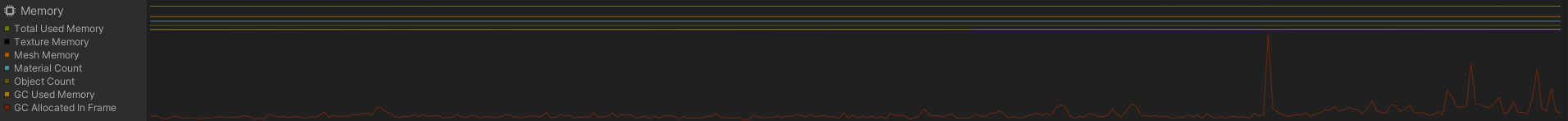


Rendering

 A screenshot of a computer

Description automatically generated with medium confidence

Memory

 A picture containing multimedia software, software, graphics software, screenshot

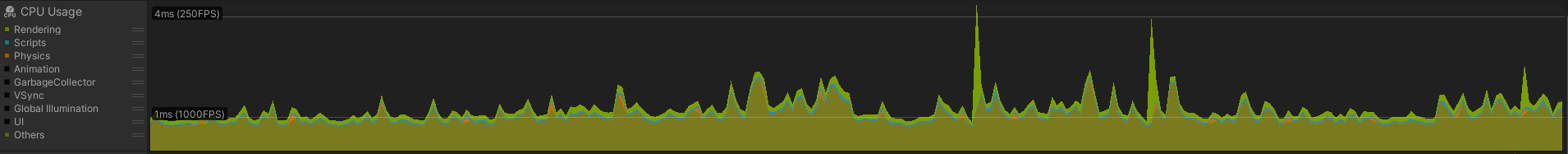
Description automatically generated

Min distance overall '0.2' (Game scene)

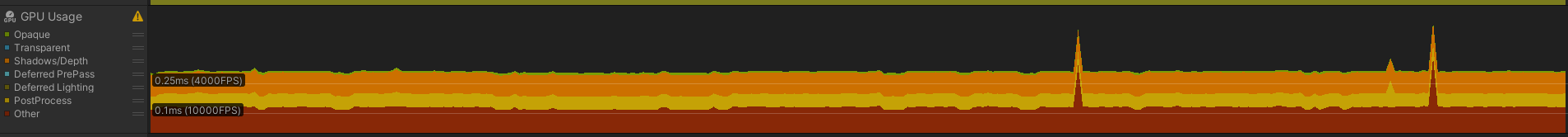
Malta 4km area

Time to render: 33 seconds (2 minutes 56seconds 50milliseconds)

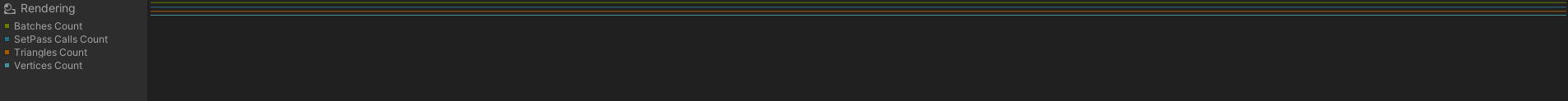
CPU Usage



GPU Usage

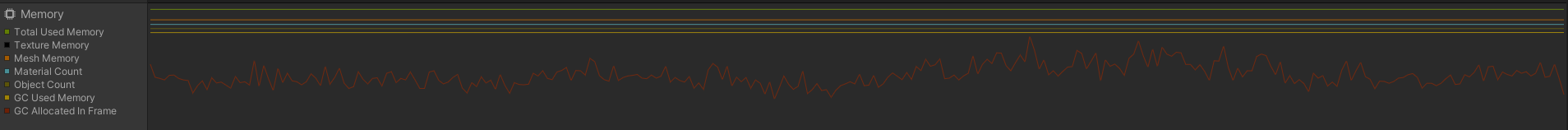


Rendering

 A screen shot of a computer

Description automatically generated with low confidence

Memory

 A picture containing screenshot, multimedia software, graphics software, software

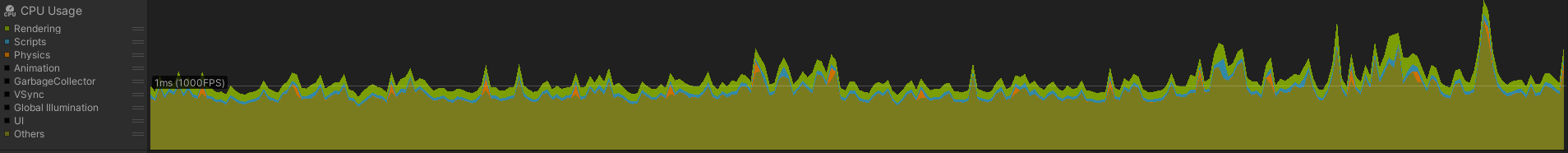
Description automatically generated

Min distance overall '0.21' (Game scene) This was set because it crashes on 0.2

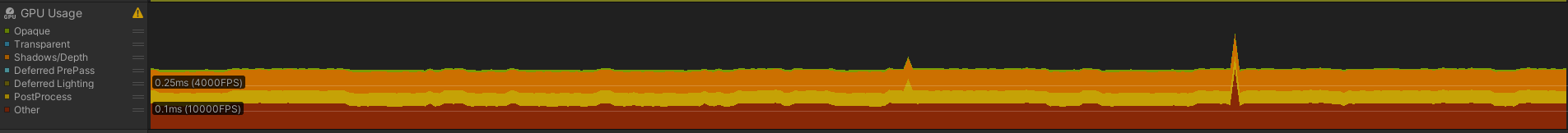
Malta 5km area

Time to render: 35 seconds ('0.2') (2 minutes 44seconds) '0.21'

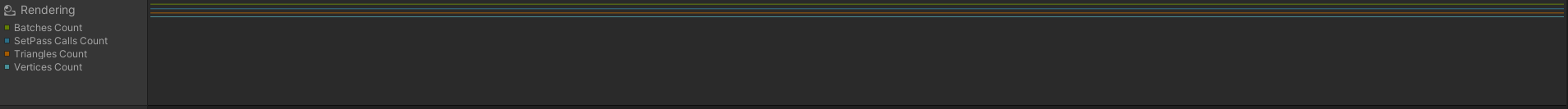
CPU Usage



GPU Usage

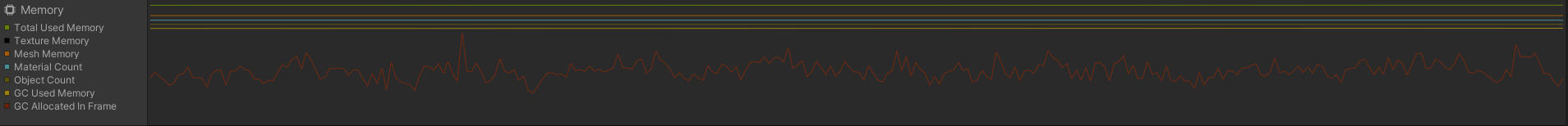


Rendering

A screenshot of a computer

Description automatically generated with medium confidence

Memory

 A picture containing screenshot, multimedia software, graphics software, software

Description automatically generated