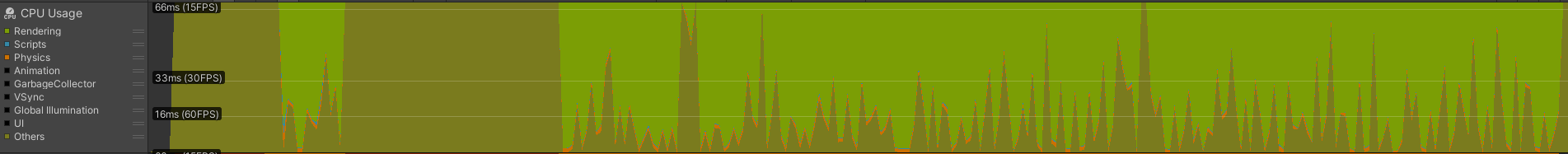
Min distance overall '0.2' (Game scene)

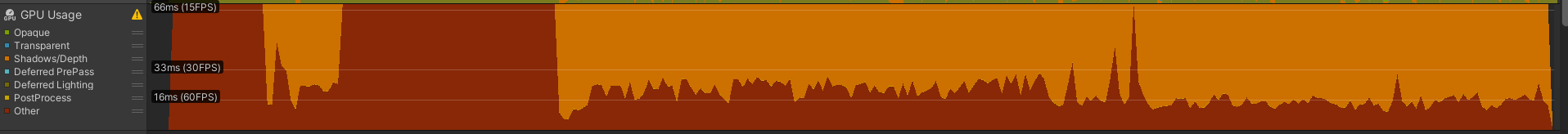
Malta and Gozo texture based buildings

Time to render: 53 seconds

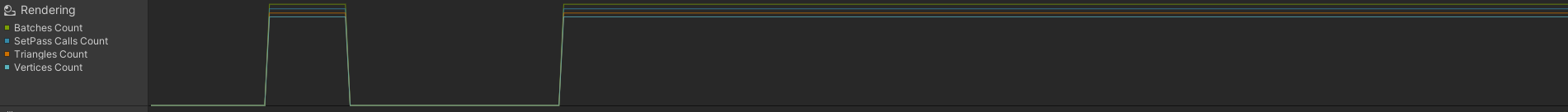
CPU Usage



GPU Usage

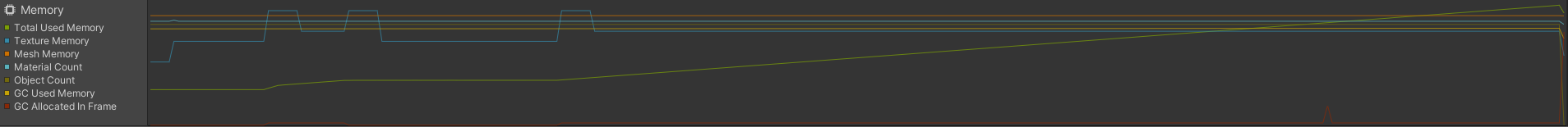


Rendering

A screenshot of a computer

Description automatically generated with medium confidence

Memory

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

Description automatically generated

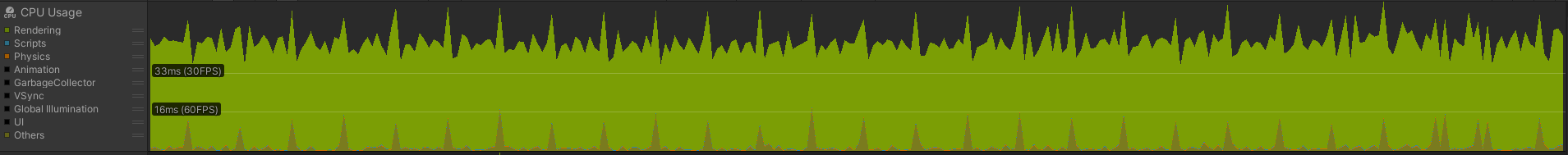
Min distance overall '0.2' (Game scene)

Malta 1km area

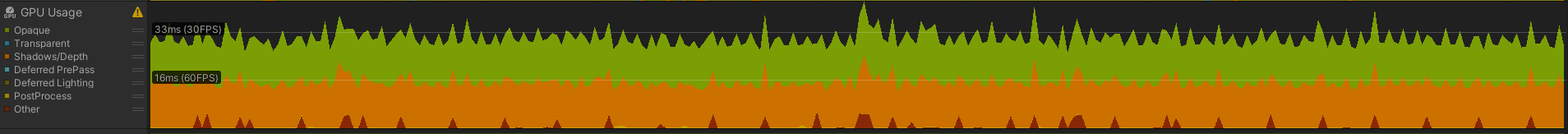
Time to render: 29.30 seconds (2 minutes 40seconds 10milliseconds)



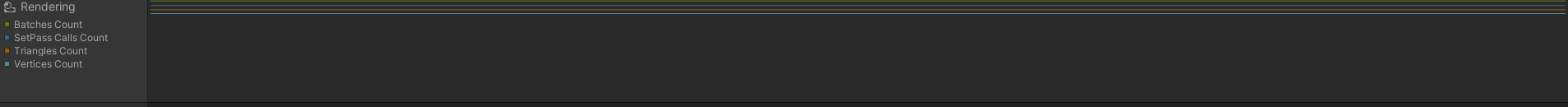
CPU Usage: 57.07ms



GPU Usage: 43.32ms

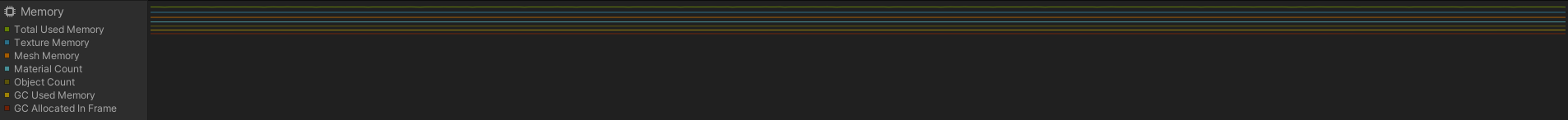


Rendering

A screenshot of a computer

Description automatically generated with medium confidence

Memory

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

Description automatically generated

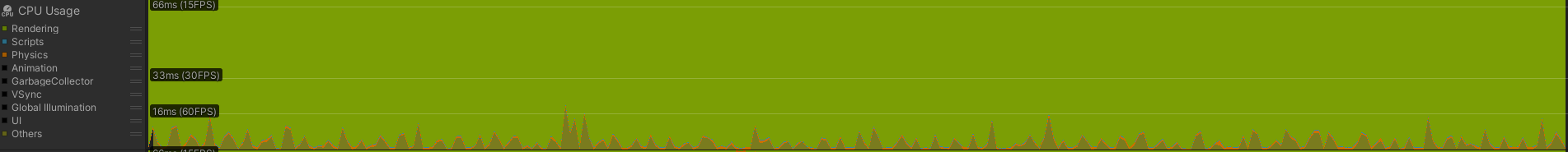
Min distance overall '0.2' (Game scene)

Malta 2km area

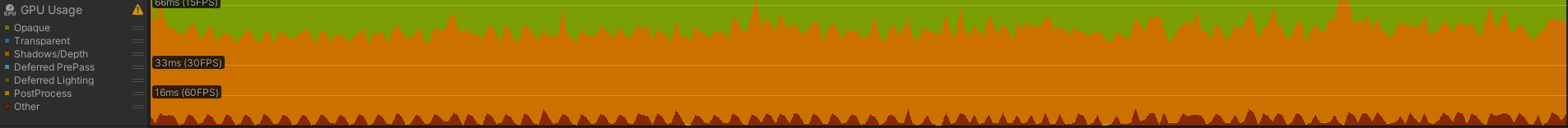
Time to render: 29.70 seconds (2 minutes 41seconds 20milliseconds)



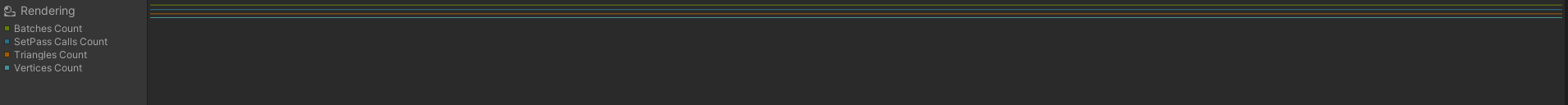
CPU Usage: 152.56ms



GPU Usage: 98.00ms

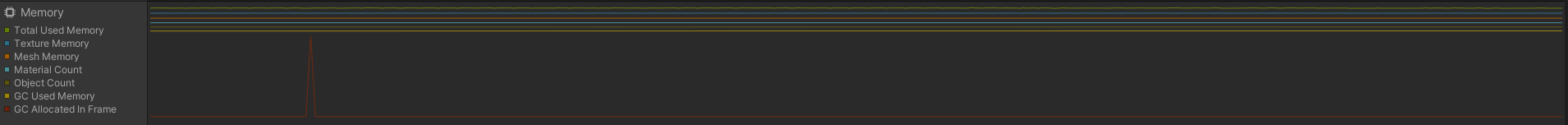


Rendering

A screenshot of a computer

Description automatically generated with medium confidence

Memory



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

Description automatically generated

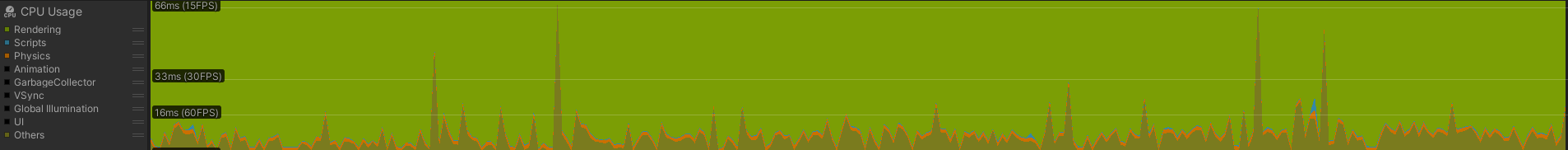
Min distance overall '0.2' (Game scene)

Malta 3km area

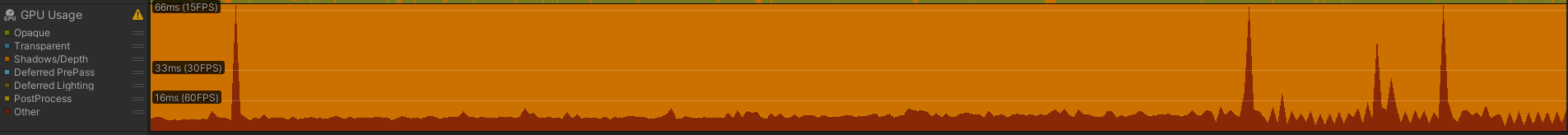


Time to render: 30 seconds (2 minutes 42seconds 70milliseconds)

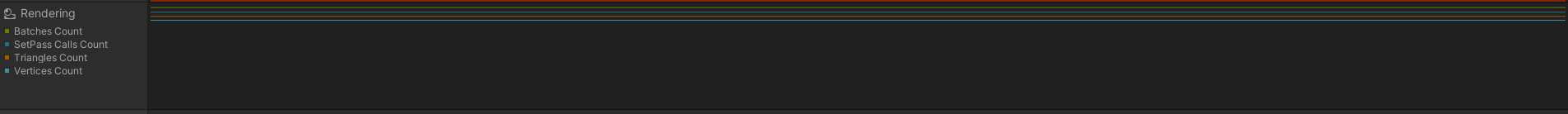
CPU Usage: 299.12ms



GPU Usage: 200.67ms

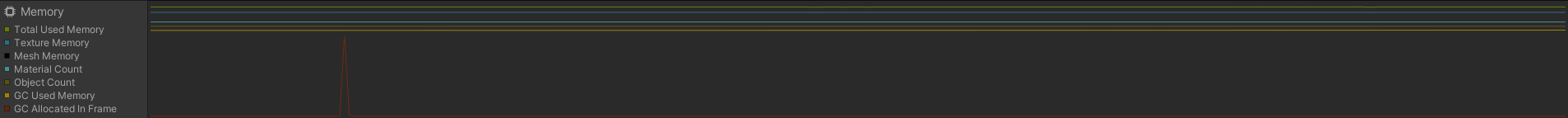


Rendering

A screenshot of a computer

Description automatically generated with medium confidence

Memory

A screenshot of a computer

Description automatically generated with low confidence

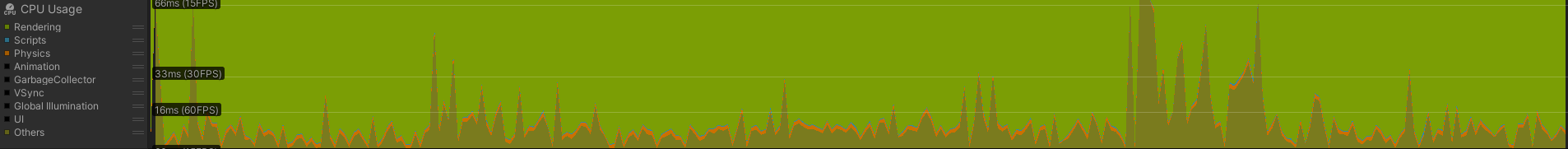
Min distance overall '0.2' (Game scene)

Malta 4km area

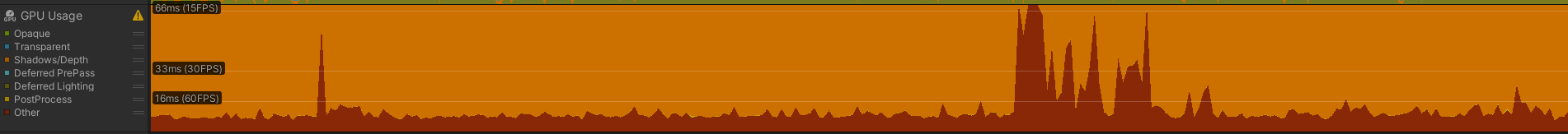
Time to render: 29 seconds (2 minutes 46seconds 40milliseconds)



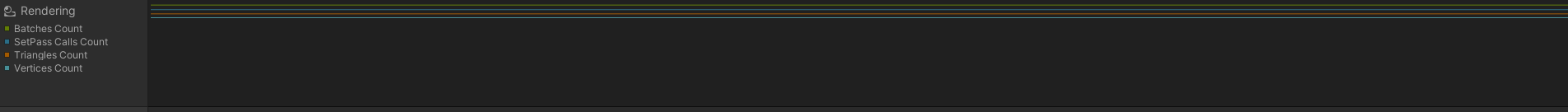
CPU Usage: 445.96ms



GPU Usage: 318.39ms

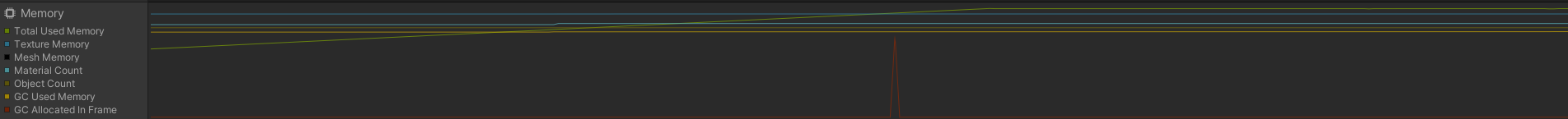


Rendering

A screenshot of a computer

Description automatically generated with medium confidence

Memory

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

Description automatically generated

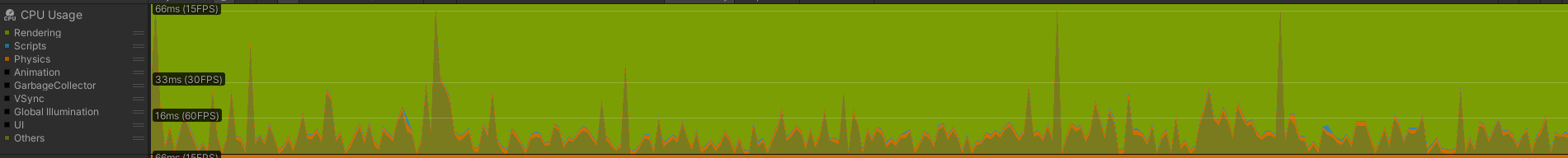
Min distance overall '0.2' (Game scene)

Malta 5km area

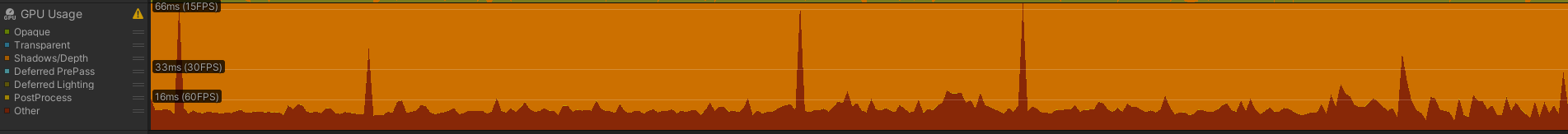
Time to render: 30 seconds (2 minutes 48seconds 45milliseconds)



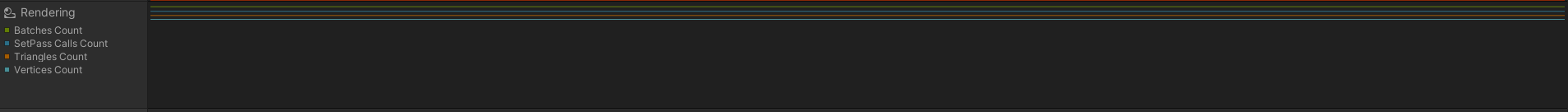
CPU Usage: 547.99ms



GPU Usage: 408.61ms

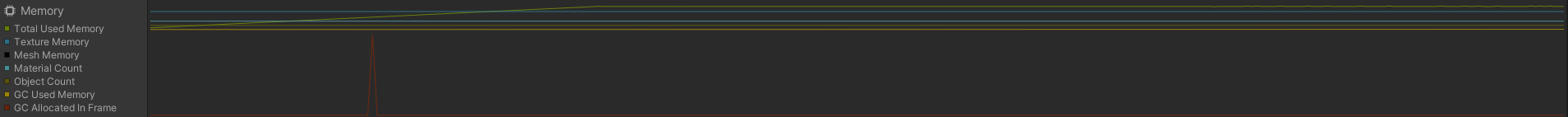


Rendering

A screenshot of a computer

Description automatically generated with medium confidence

Memory

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

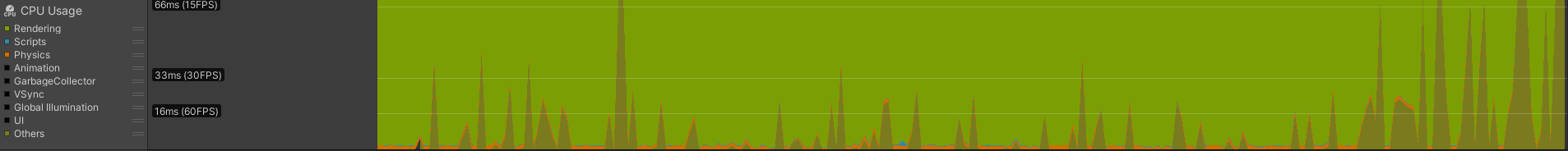
Description automatically generated

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

Malta and Gozo texture based buildings

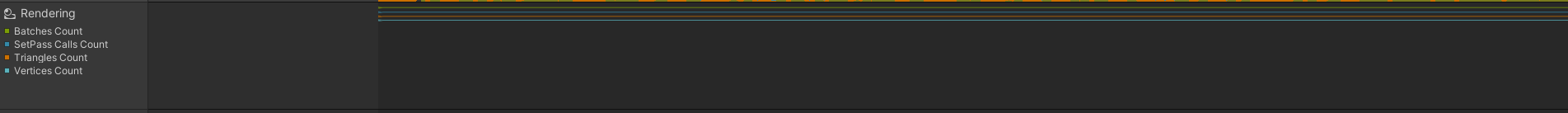
Time to render: 20 seconds

CPU Usage



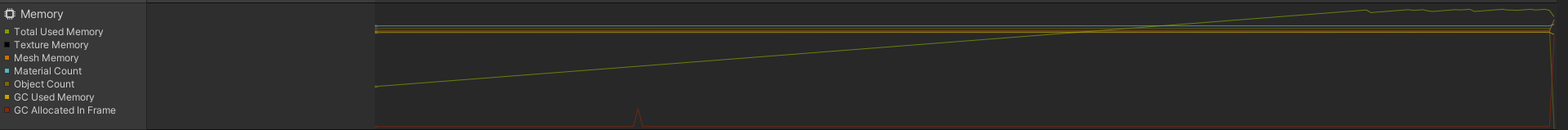
GPU Usage

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

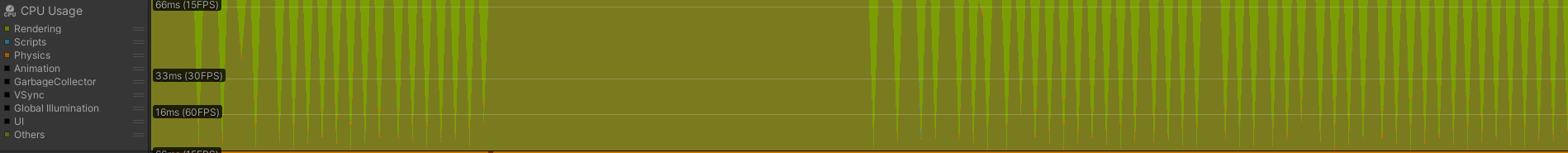
Min distance overall '0.2' (Game scene)

Malta 1km area

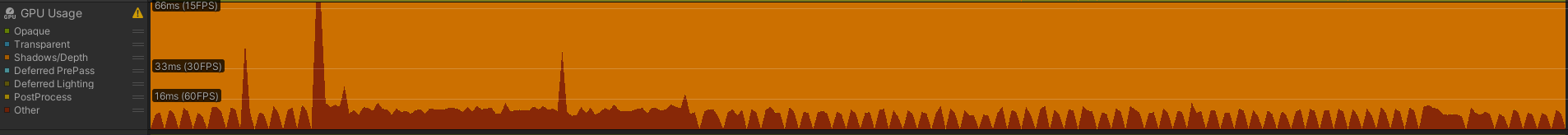
Time to render: 30 seconds (2 minutes 47seconds 50milliseconds)



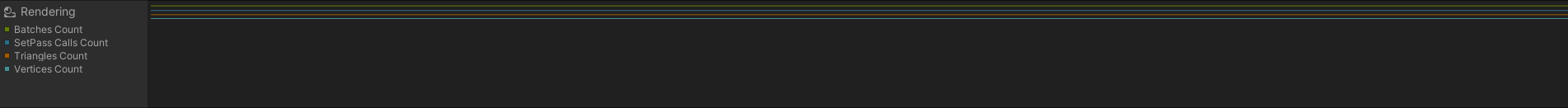
CPU Usage: 586.90ms



GPU Usage: 314.43ms

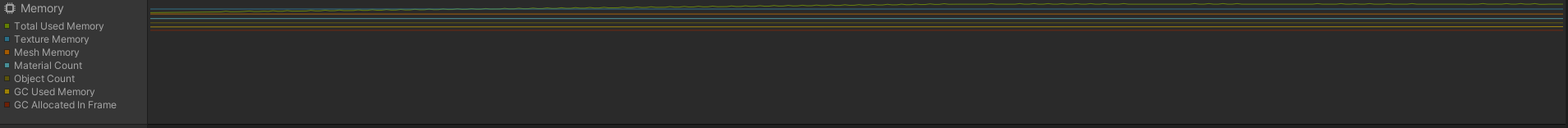


Rendering

A screenshot of a computer

Description automatically generated with medium confidence

Memory

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

Description automatically generated

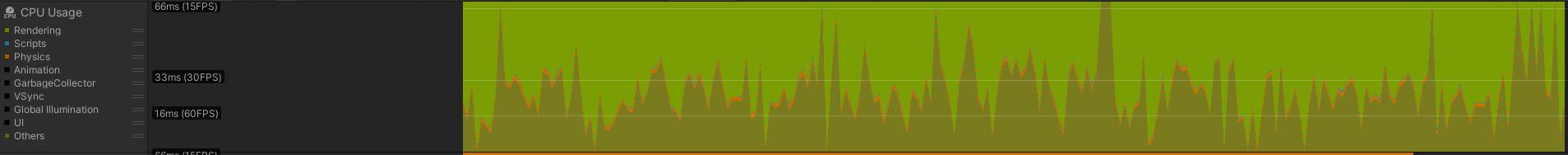
Min distance overall '0.2' (Game scene)

Malta 2km area

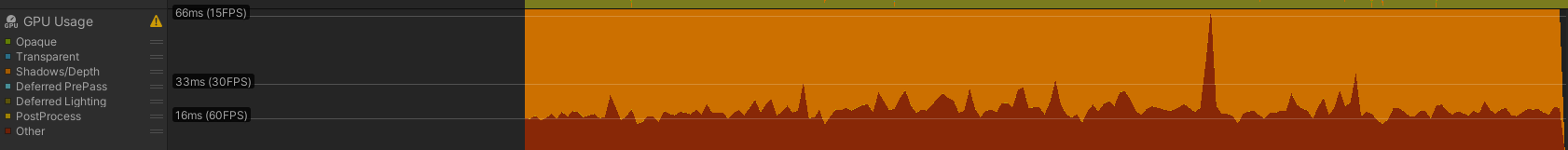
Time to render: 32 seconds ( 2minutes 50seconds 20milliseconds)



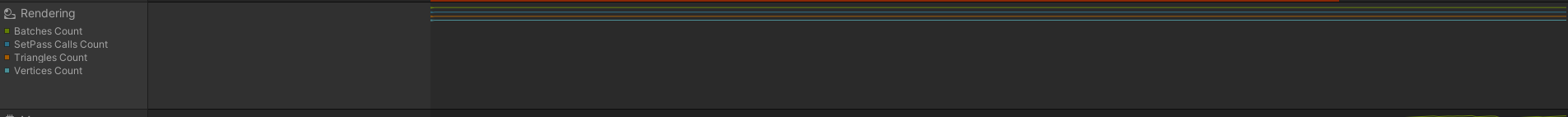
CPU Usage:1,621ms



GPU Usage:1,163ms

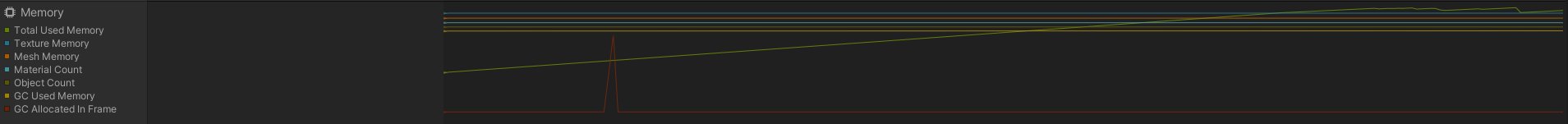


Rendering

 A screenshot of a computer

Description automatically generated with medium confidence

Memory

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

Description automatically generated

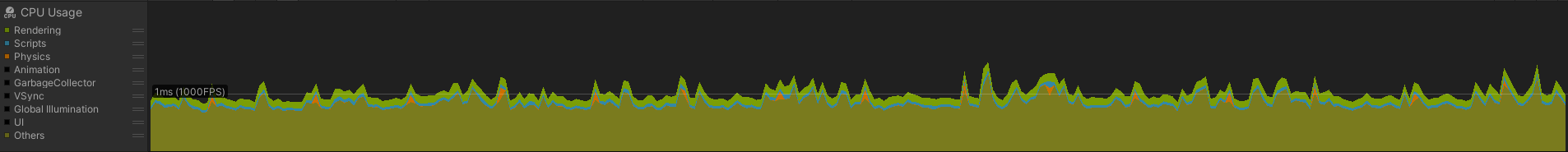
Min distance overall '0.2' (Game scene)

Malta 3km area

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



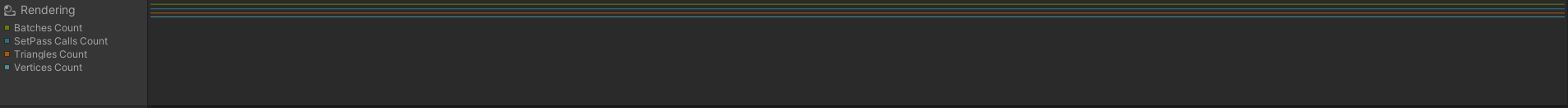
CPU Usage: 11,792ms



GPU Usage: 9,180ms

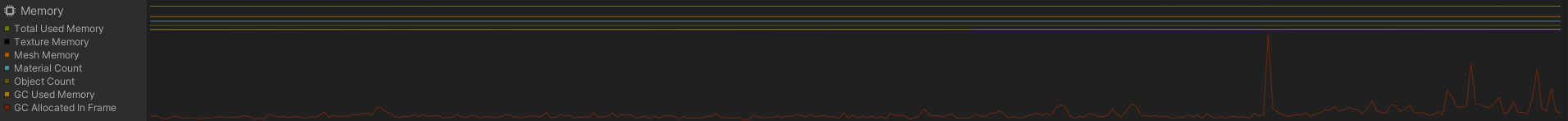


Rendering

 A screenshot of a computer

Description automatically generated with medium confidence

Memory

 A screen shot of a computer

Description automatically generated with low confidence

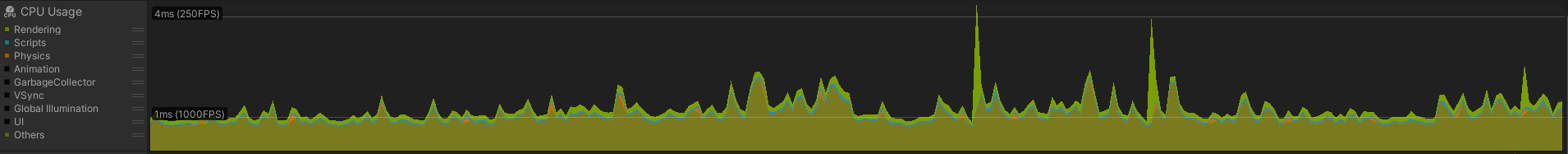
Min distance overall '0.2' (Game scene)

Malta 4km area

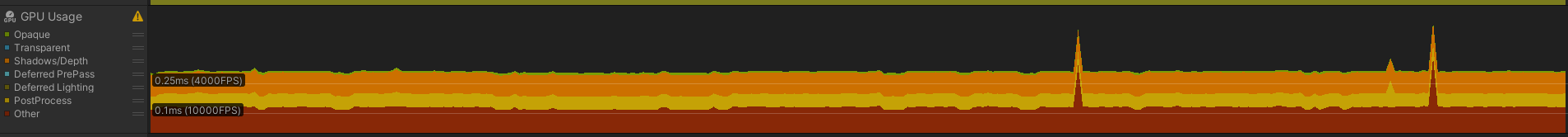
Time to render: 33 seconds (2 minutes 56seconds 50milliseconds)



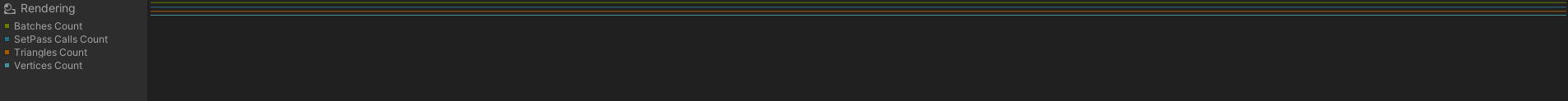
CPU Usage: 37,652ms



GPU Usage: 34,514ms

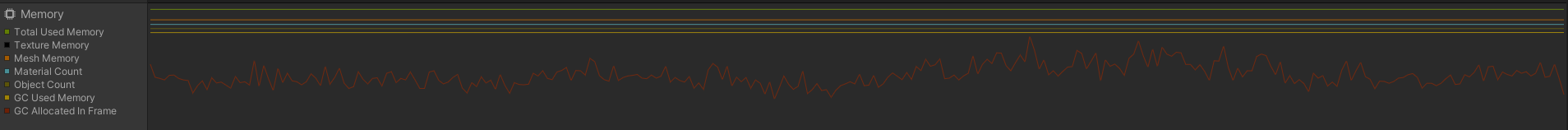


Rendering

 A screen shot of a computer

Description automatically generated with low confidence

Memory

 A screen shot of a computer

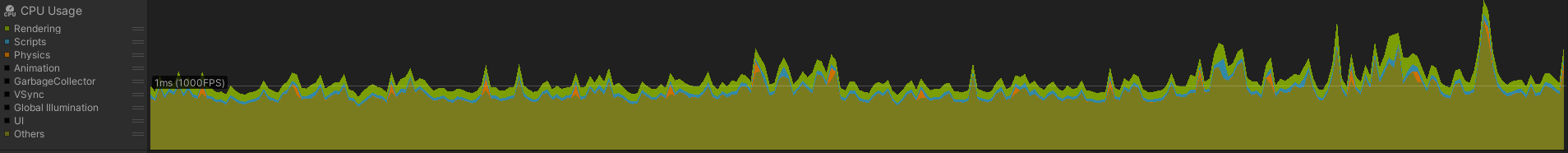
Description automatically generated with low confidence

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

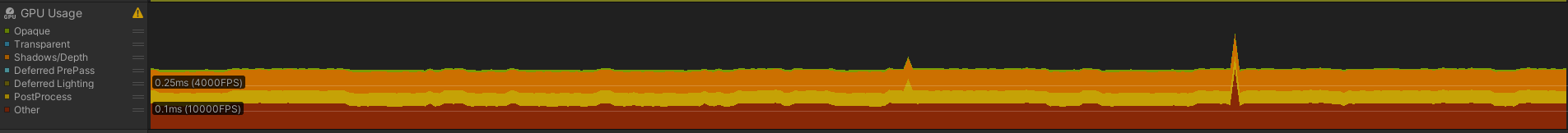
Malta 5km area

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

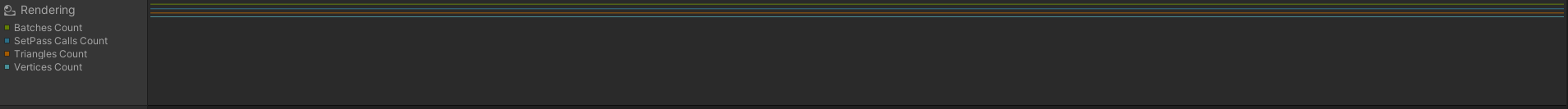
CPU Usage



GPU Usage

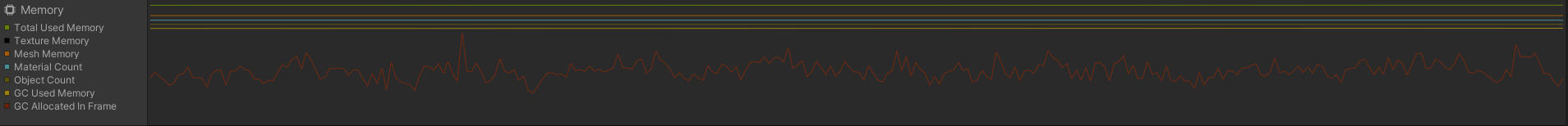


Rendering

A screenshot of a computer

Description automatically generated with medium confidence

Memory

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

Description automatically generated

200m

Time to render: 30s

600m

Time to render: 31s

1000m

Time to render: 32s

1400m

Time to render: 33s

Density point test:

1km (0.18): 3 minutes and 29s

1km (0.2): 2 minutes and 47s

1km (0.22): 2 minutes and 15s

1km (0.24): 1minutes and 50s

1km (0.26): 1minutes and 33s

1km (0.28): 1minutes and 19s

1km (0.3): 1minutes and 8s