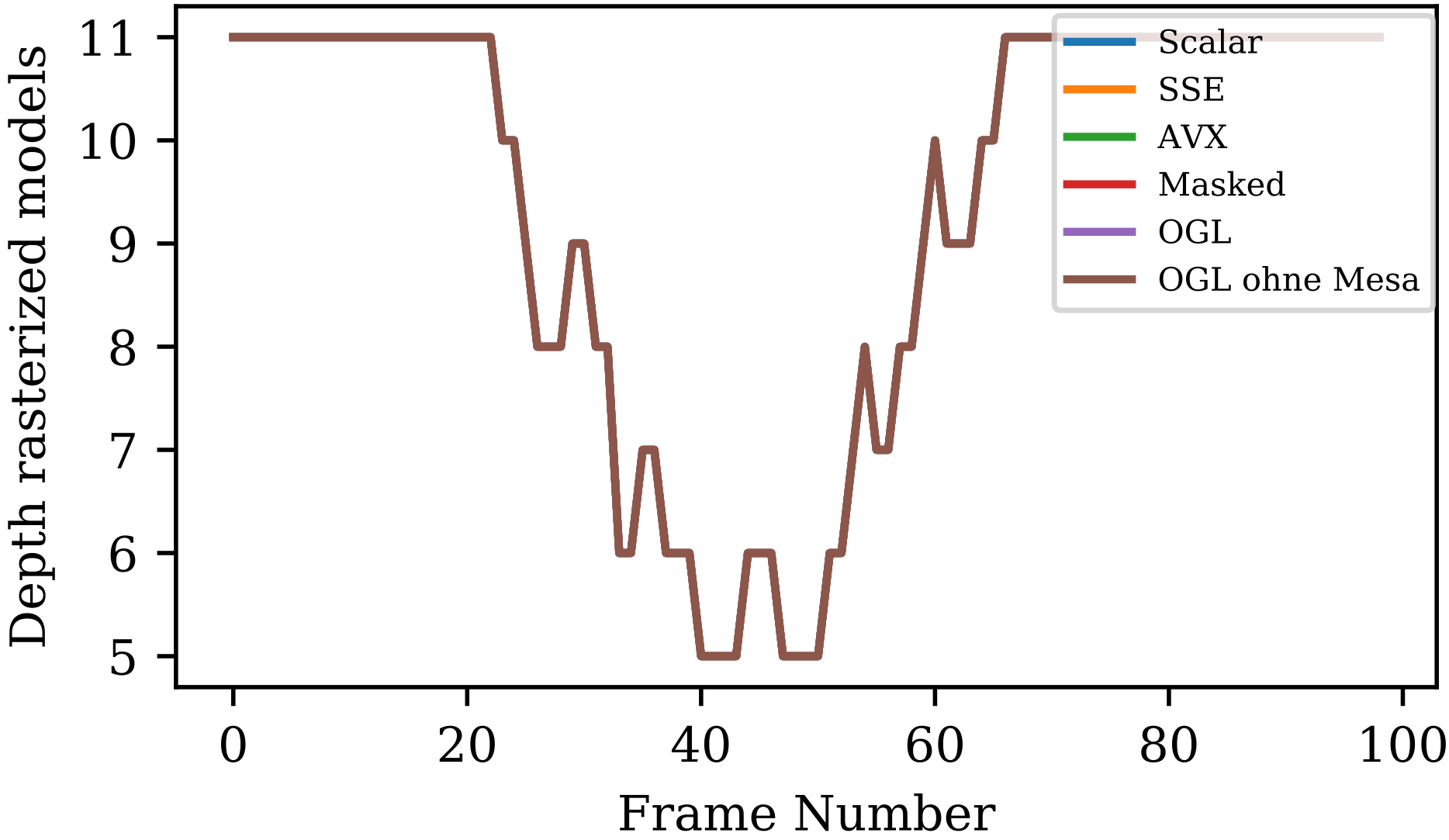
Depth rasterized models
11
10
9
8
7
6
5
0
20
40
60
80
100
Frame Number
Scalar
SSE
AVX
Masked
OGL
OGL ohne Mesa