

<i><b>Technique</b></i>	<i><b>Geometric collisions (m)</b></i>	<i><b>Volume substep (m)</b></i>	<i><b>Total time (m)/ frame</b></i>
<b>Geometric collisions only</b>	9.34	N/A	13.63
<b>Volume only</b>	N/A	3.55	5.67
<b>Hybrid method</b>	1.14	3.65	7.97