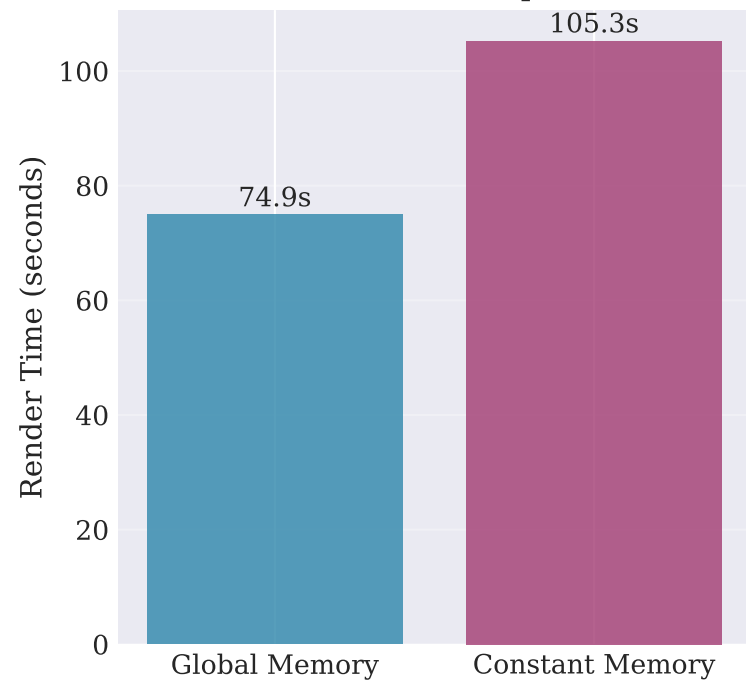
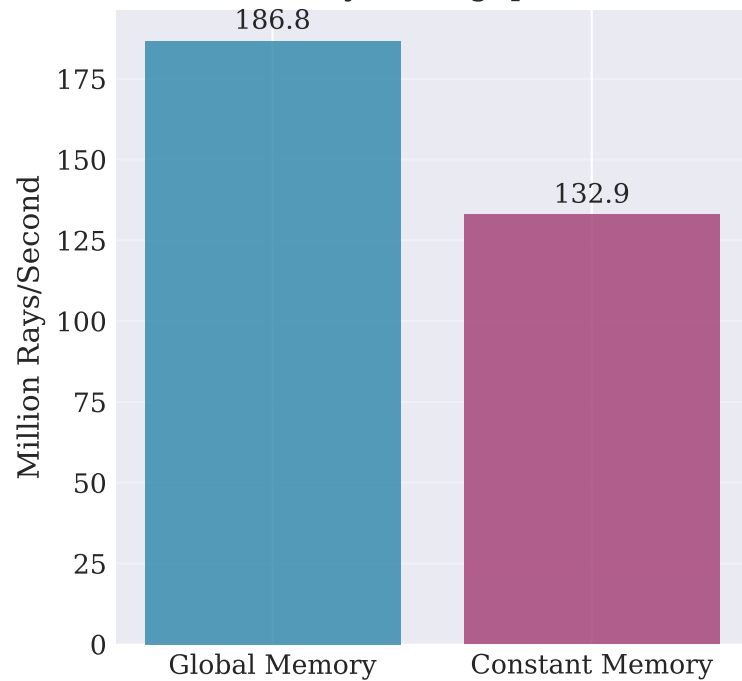


Render Time Comparison



Ray Throughput



Memory Bandwidth Efficiency

