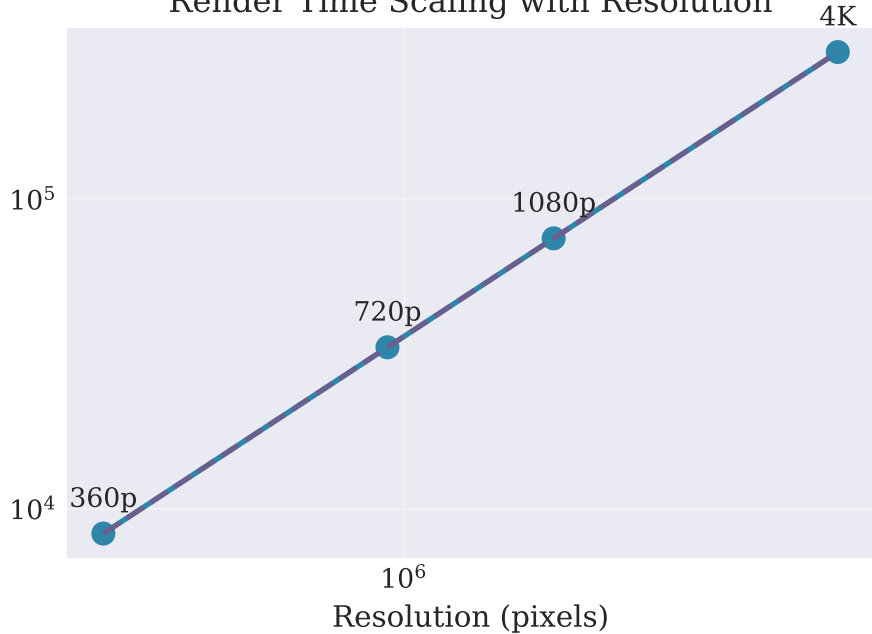


### Render Time Scaling with Resolution



### Rendering Throughput by Resolution

