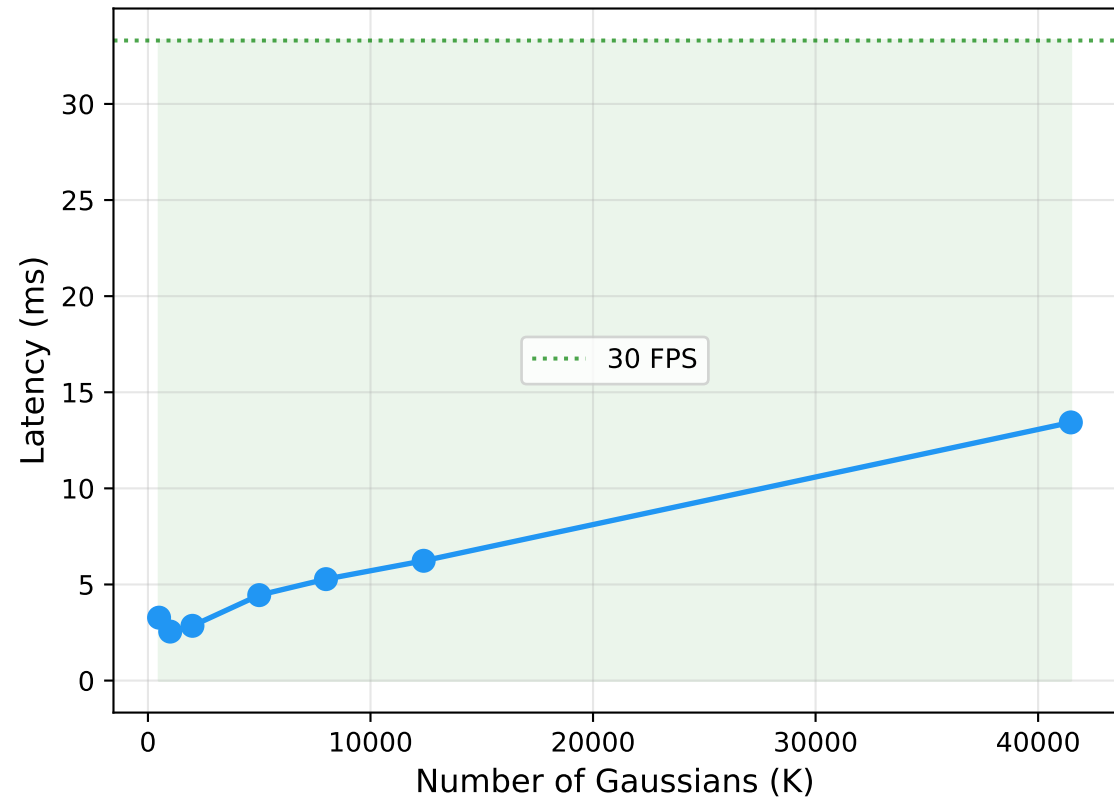


# Scalability: Rendering Performance vs. Gaussian Count

(a) Latency vs. K (256×256)



(b) FPS vs. K (green = real-time)

