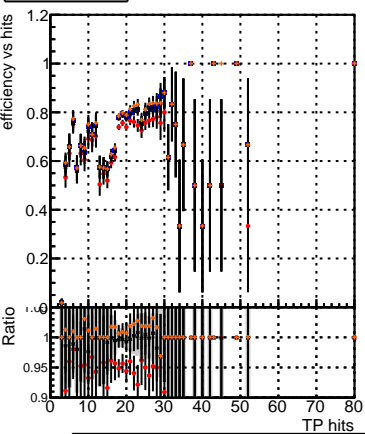


Efficiency vs hit



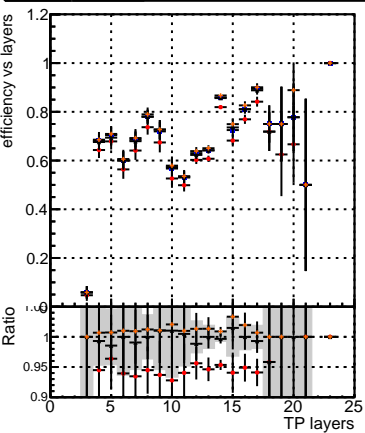
default

sample1

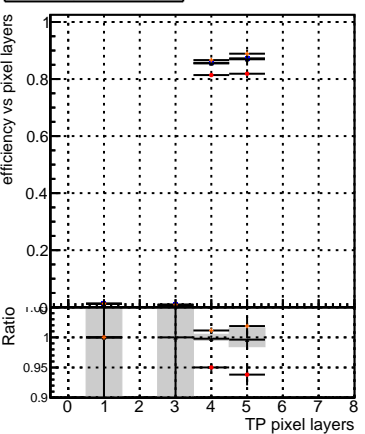
sample2

sample3

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

