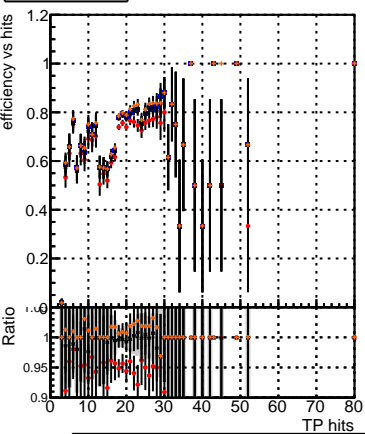


Efficiency vs hit



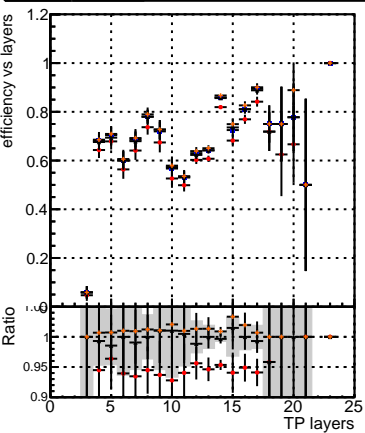
—●— default

—●— sample1

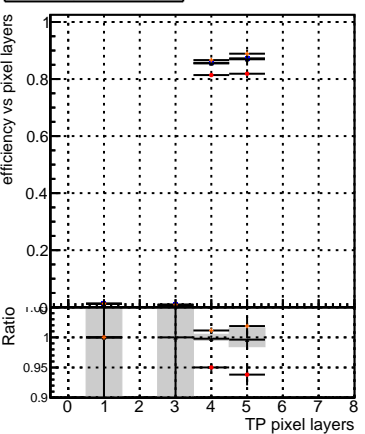
—●— sample2

—●— sample3

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

