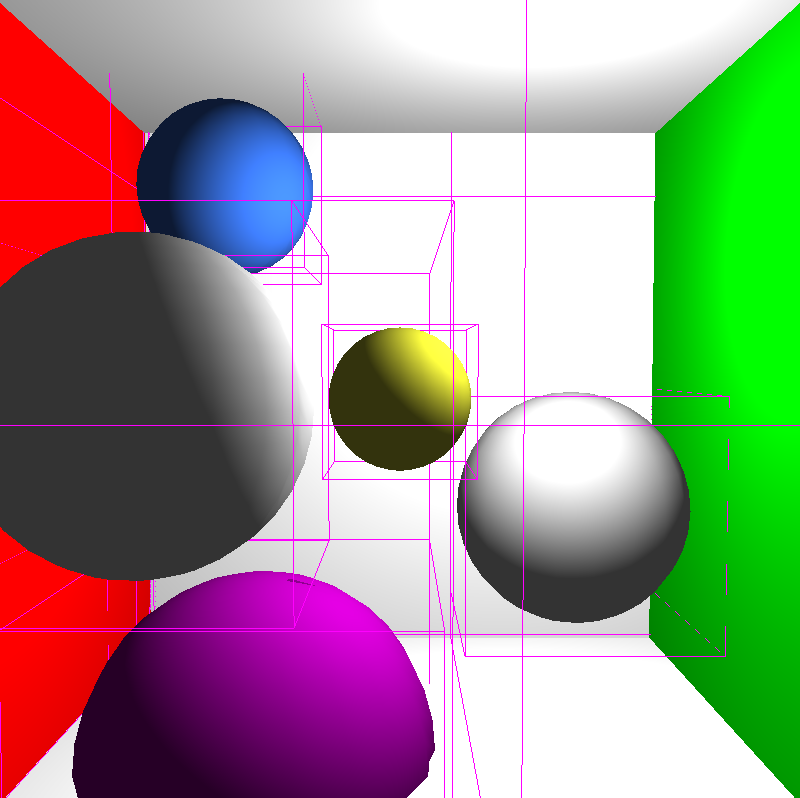
**Acceleration Structures and Anti-Aliasing**

**Test Result**

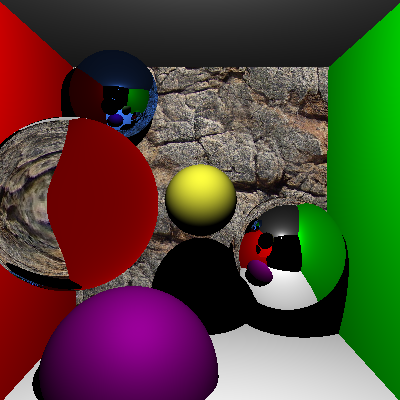
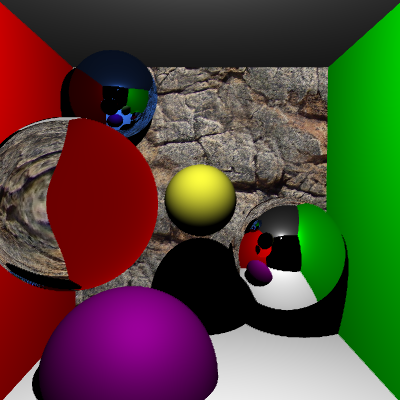
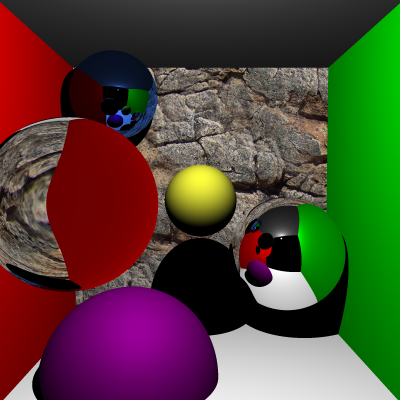
## Many\_spheres.xml

### Bounding box



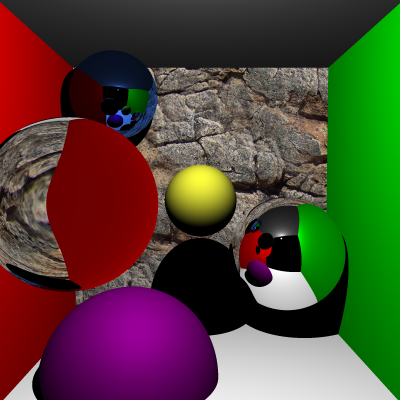
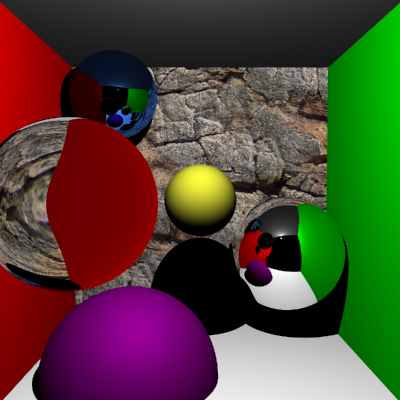
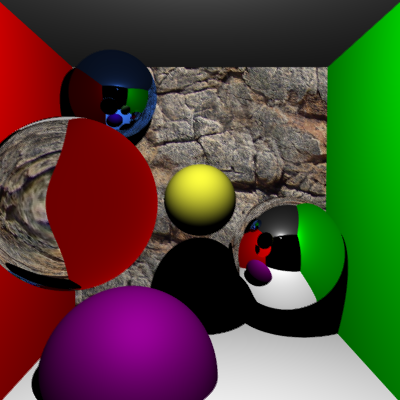
### Antialiasing Samples

1x1 2x2 4x4

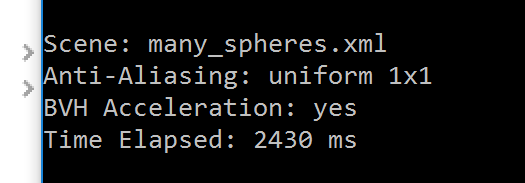
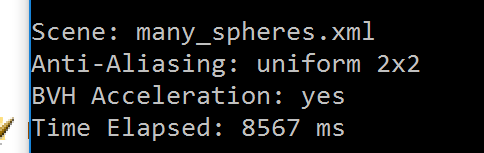
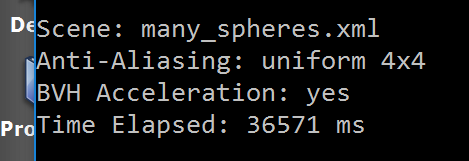
### Antialiasing Strategy

Uniform Random Stratified

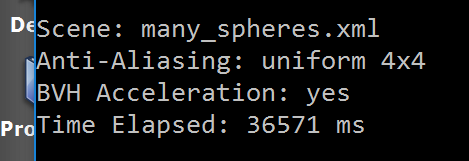
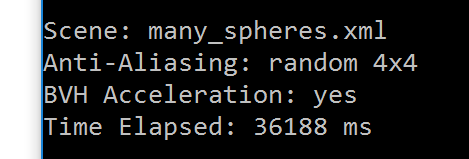
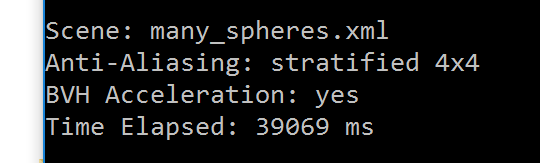
  

### Time Cost

1x1 Uniform Sampling AA 2x2 Uniform Sampling AA 4x4 Uniform Sampling AA

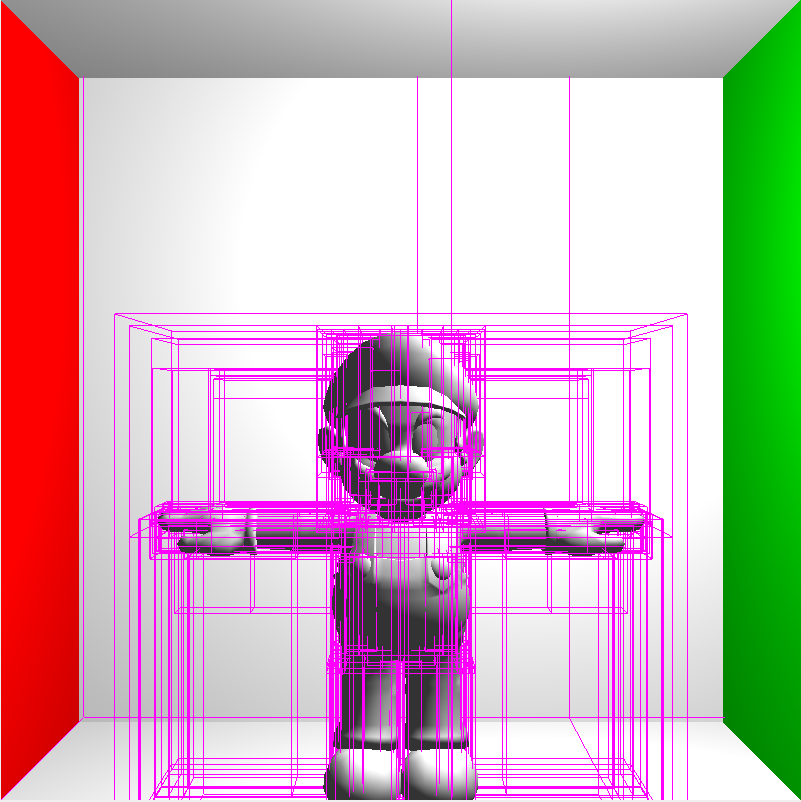
  

4x4 Uniform Sampling AA 4x4 Random Sampling AA 4x4 Stratified Sampling AA

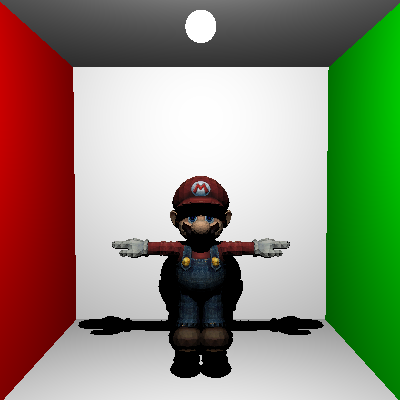
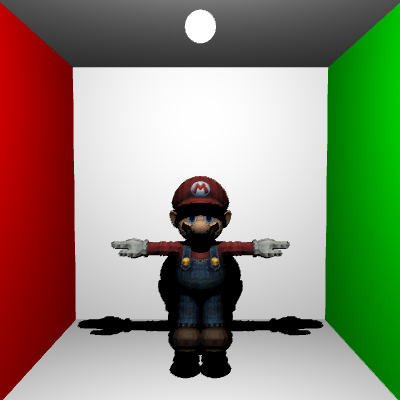
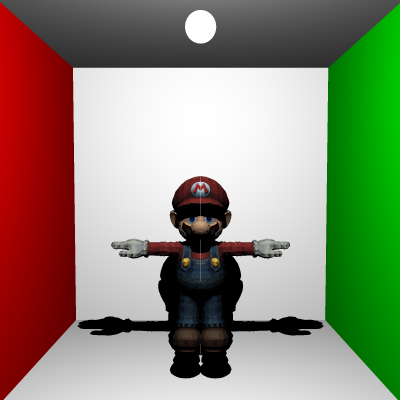
## Wahoo.xml

### Bounding Box



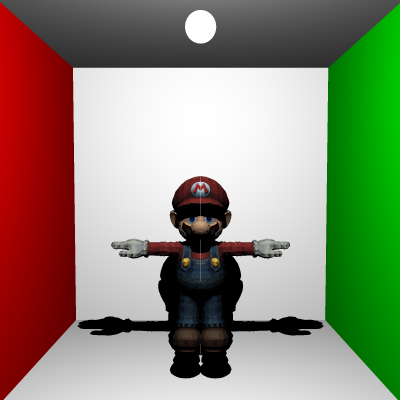
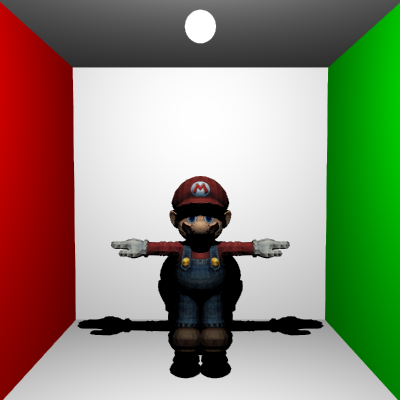
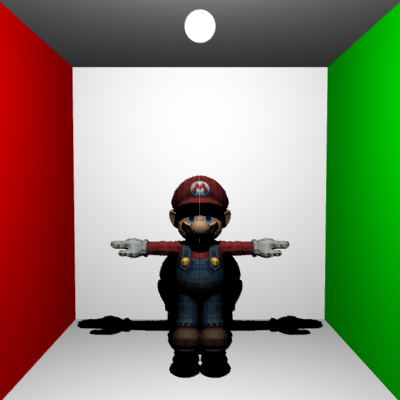
### Antialiasing Samples

1x1 2x2 4x4

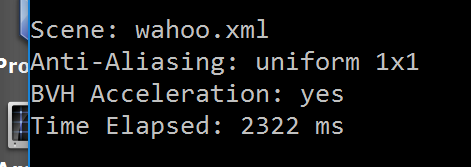
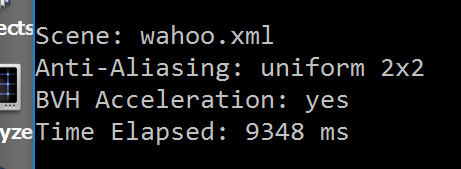
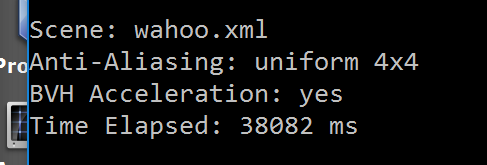
### Antialiasing Strategy

Uniform Random Stratified

### Time Cost

1x1 Uniform Sampling AA 2x2 Uniform Sampling AA 4x4 Uniform Sampling AA

4x4 Uniform Sampling AA 4x4 Random Sampling AA 4x4 Stratified Sampling AA

