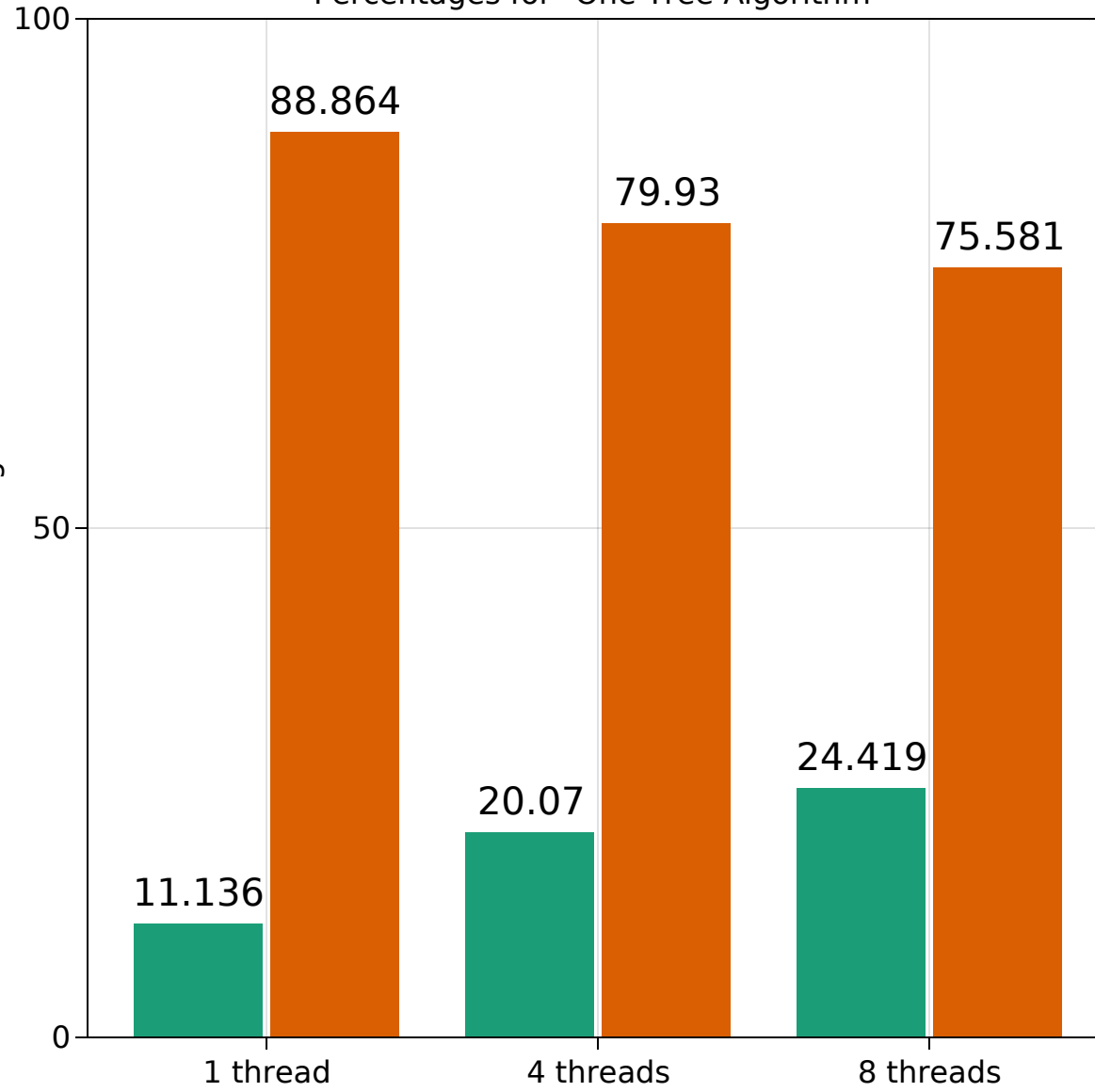**Building Time vs. Searching Time for Scene: "chained_tori"**

Percentages for "One Tree Algorithm"

Percentages for "Two Trees Algorithm"

- Building Time (%)
- Searching Time (%)