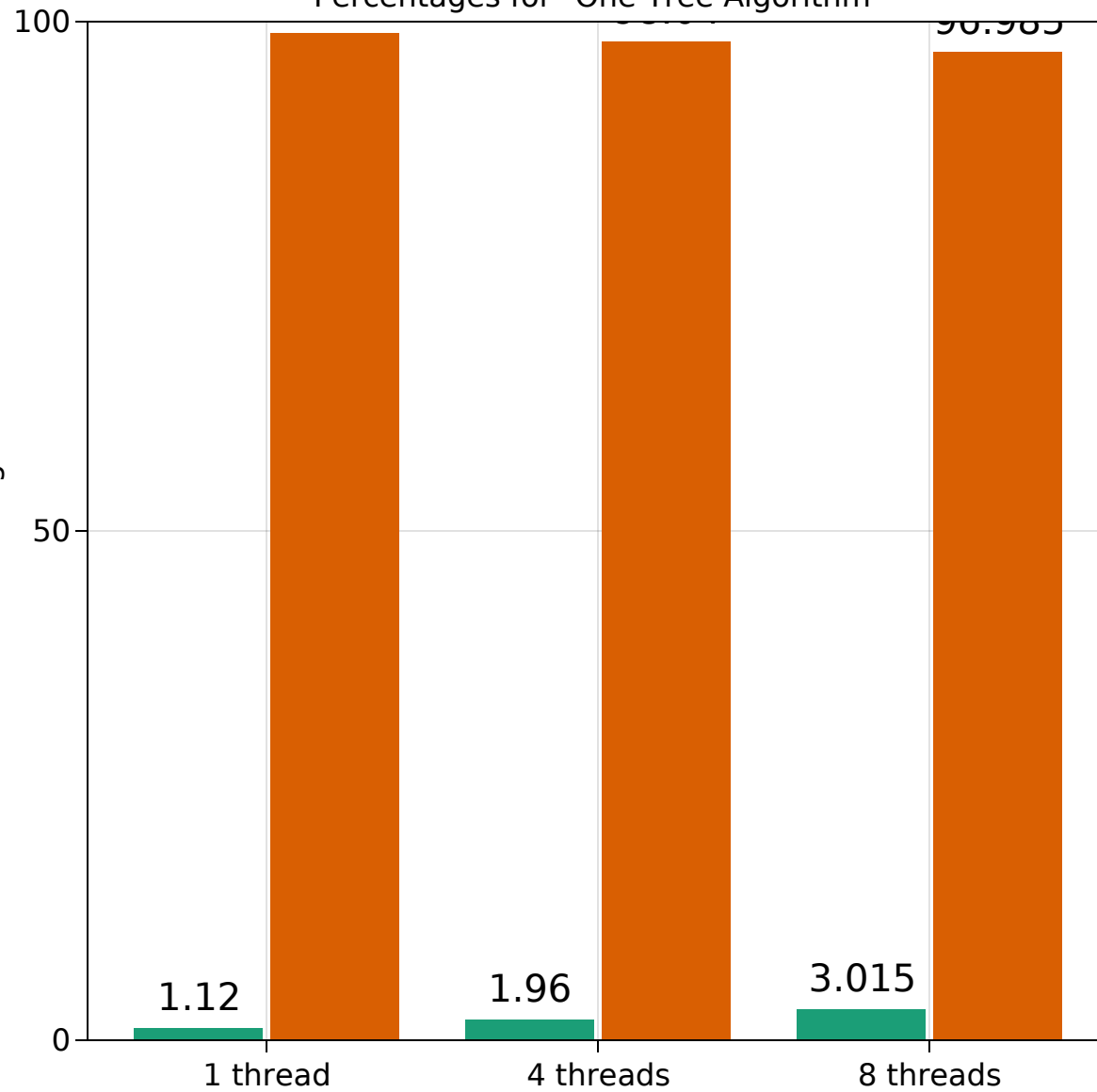


Building Time vs. Searching Time for Scene: "cylinders"

Percentages for "One Tree Algorithm"



Percentages for "Two Trees Algorithm"

