


























































Workload	Camera	20 Images		40 Images		60 Images		80 Images		100 Images	
Balanced	Cinema	1.57		1.58		1.63		1.62		1.61	
Balanced	Inverse Cinema	1.82		1.92		1.89		1.90		1.89	
Balanced	Surface	1.68		1.68		1.74		1.72		1.71	
Imbalanced	Cinema	1.64		1.63		1.66		1.67		1.68	
Imbalanced	Inverse Cinema	6.01		7.27		7.81		8.05		8.00	
Imbalanced	Surface	2.88		4.54		6.62		7.95		9.04	
Slice	Cinema	1.32		1.31		1.33		1.32		1.32	
Slice	Inverse Cinema	1.44		1.50		1.50		1.48		1.50	
Slice	Surface	1.36		1.34		1.34		1.33		1.33	
Isosurface	Cinema	1.10		1.08		1.11		1.10		1.12	
Isosurface	Inverse Cinema	1.76		1.88		1.98		1.90		1.89	
Isosurface	Surface	1.33		1.26		1.52		1.77		1.99	