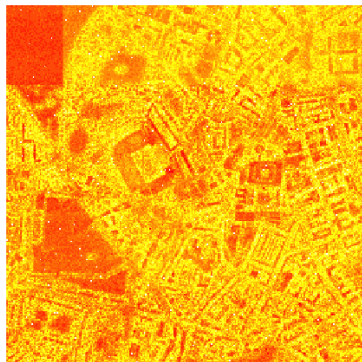
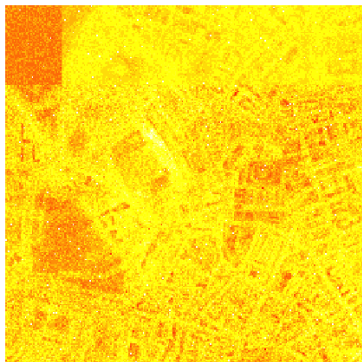


Render Duration by Tile - Filtered (duration > 50)

Render Cpu by Tile



Render Cpu by Tile

Render Mem by Tile