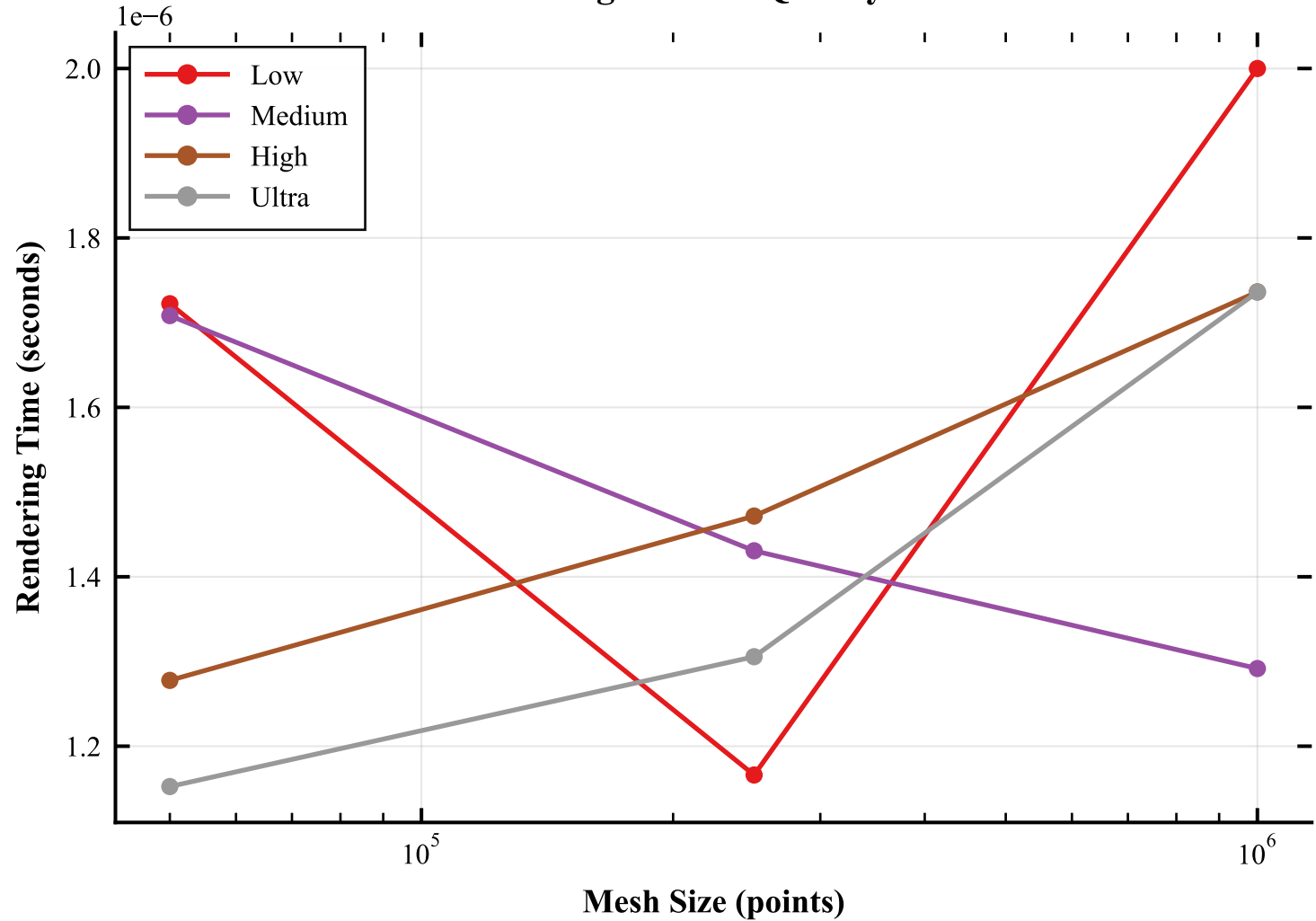
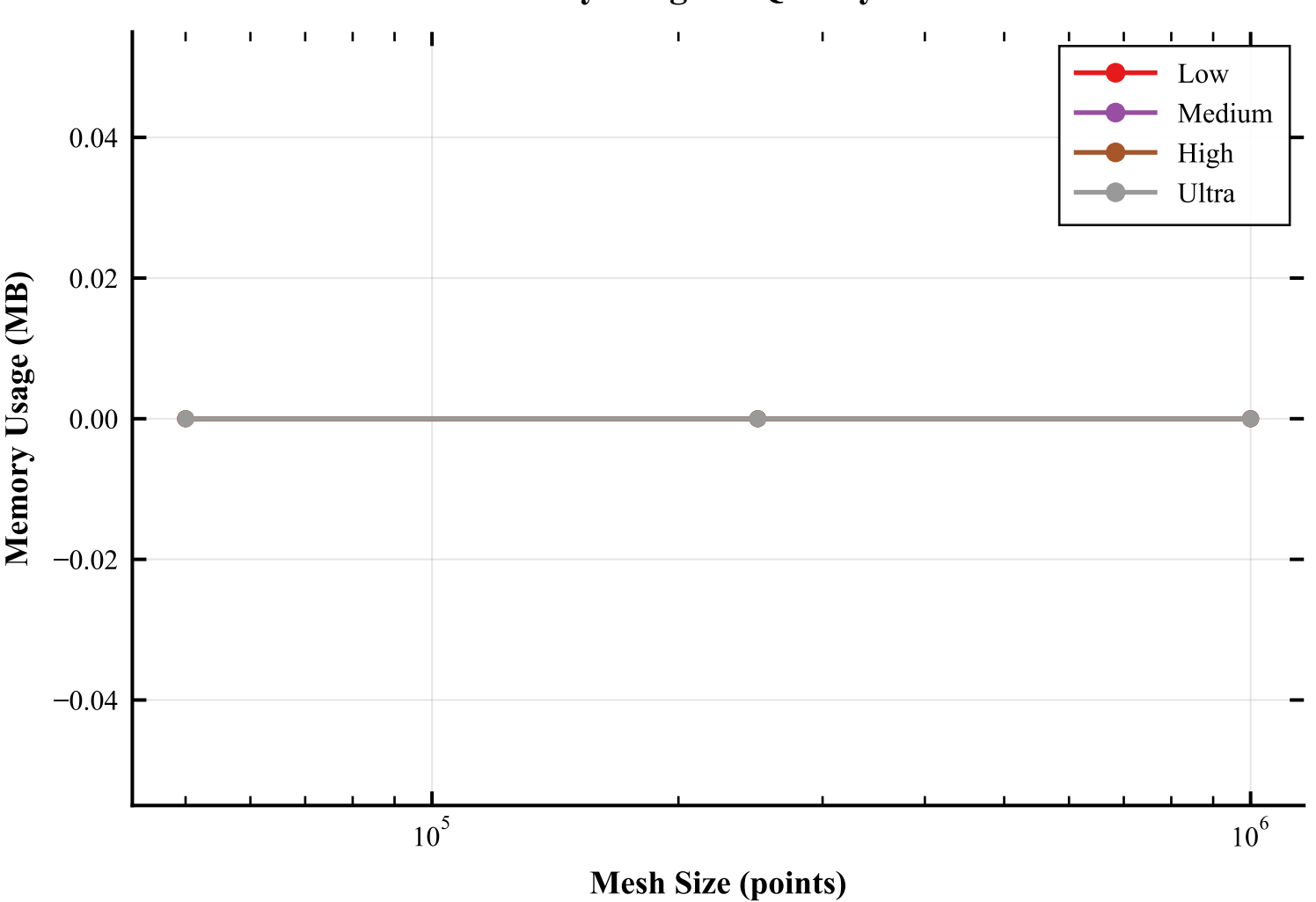


Rendering Quality Performance Analysis

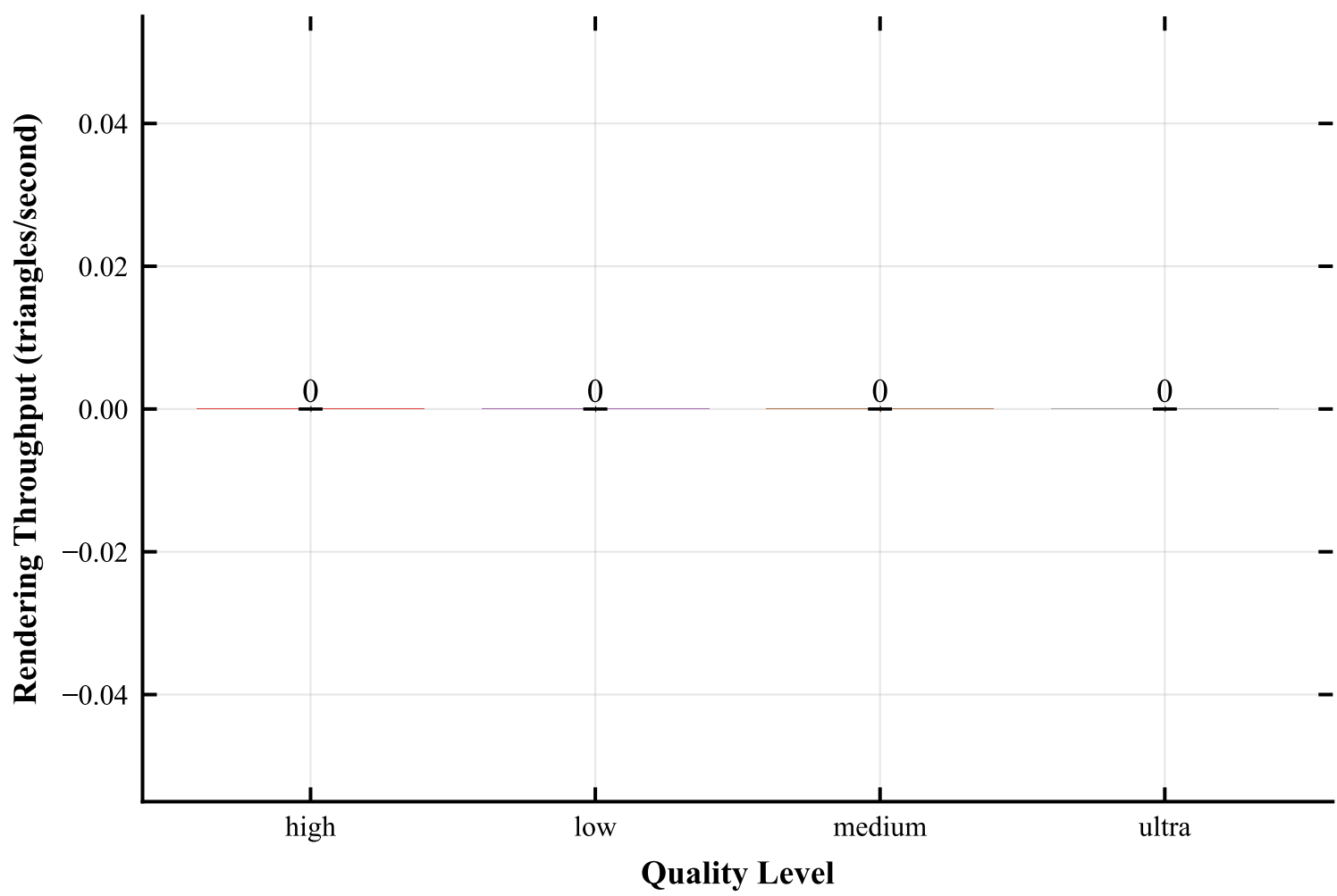
Rendering Time vs Quality Level



Memory Usage vs Quality Level



Rendering Throughput by Quality



Memory Efficiency by Quality Level

