

	Processing Time	Rendering Time
3D Object	25 ms	9 ms
RGB-D Processing	23 ms	< 1 ms
Collision Detection	< 1 ms	< 1 ms
Network Transmission	5 ms	–
<b>Total Time</b>	<b><math>\approx 73\text{ms}</math> (framerate <math>\approx 14\text{fps}</math>)</b>	