GPU Shader Pattern Rendering Time Distribution Black 8.0 Random Gradient Skew 0.7 0.6 Probability 6.0 7.0 8.0 0.3 0.2 0.1 0.0 0.4 0.2 1.2 1.4 0.6 0.8 1.0 0.0 1.6 1e8 Rendering time (CPU cycles)