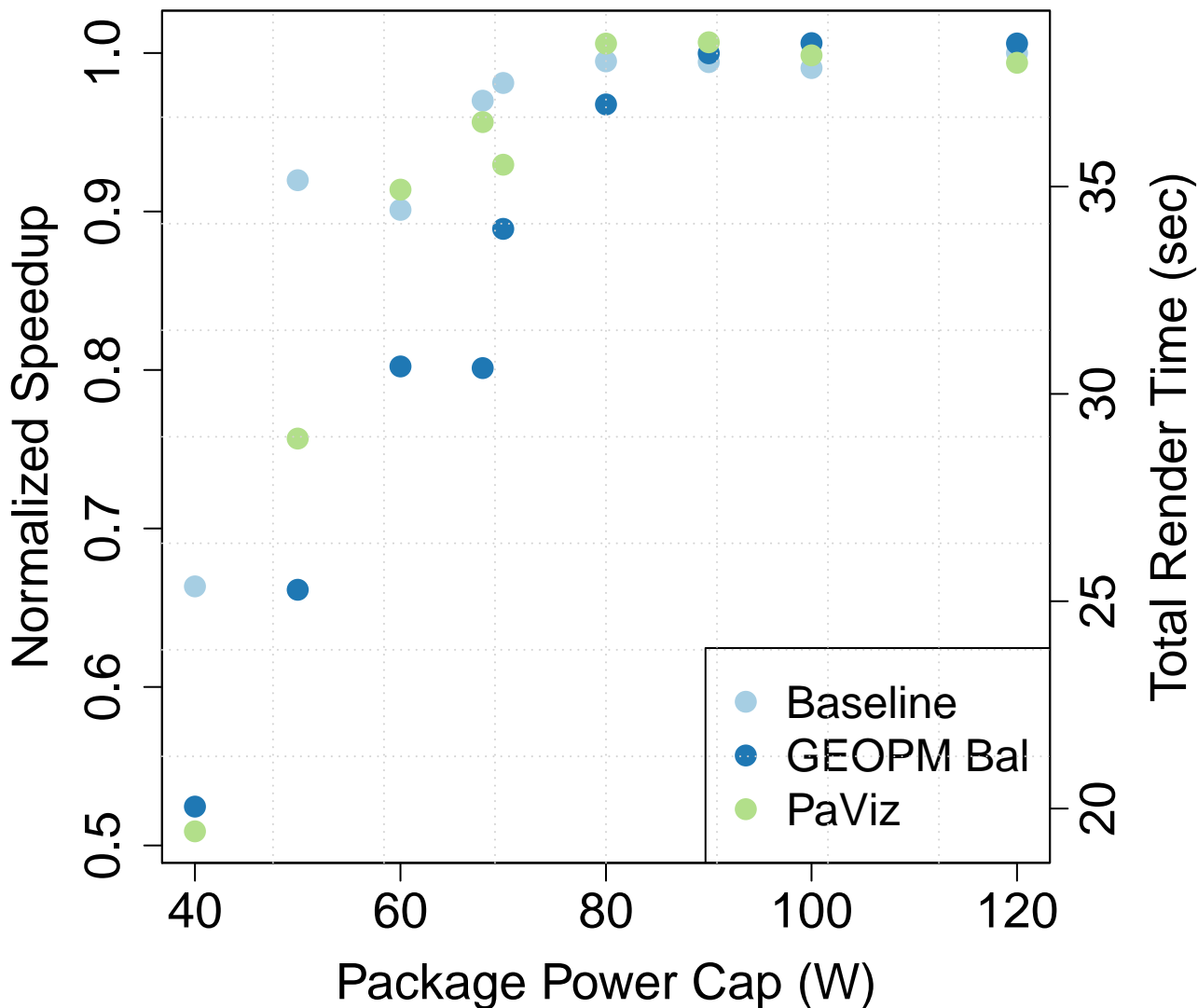


Render Phase Speedup



8 nodes, 128³, 1920², isoval=0.9, phi=17, theta=10, end_step=300, vis_freq=50