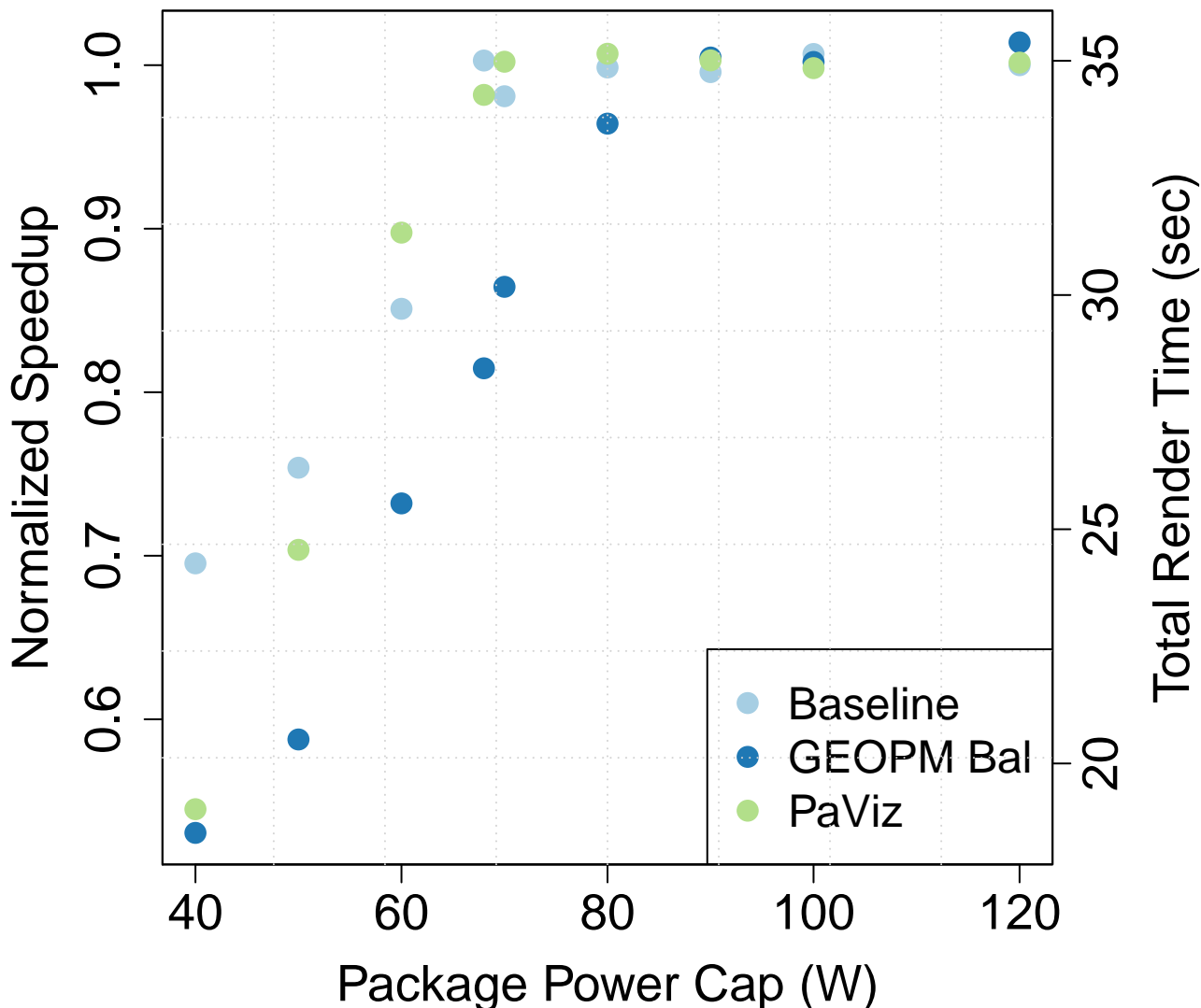


Render Phase Speedup



8 nodes, 190^3, 1080^2, isoval=0.6, phi=18, theta=9, end_step=300, vis_freq=50