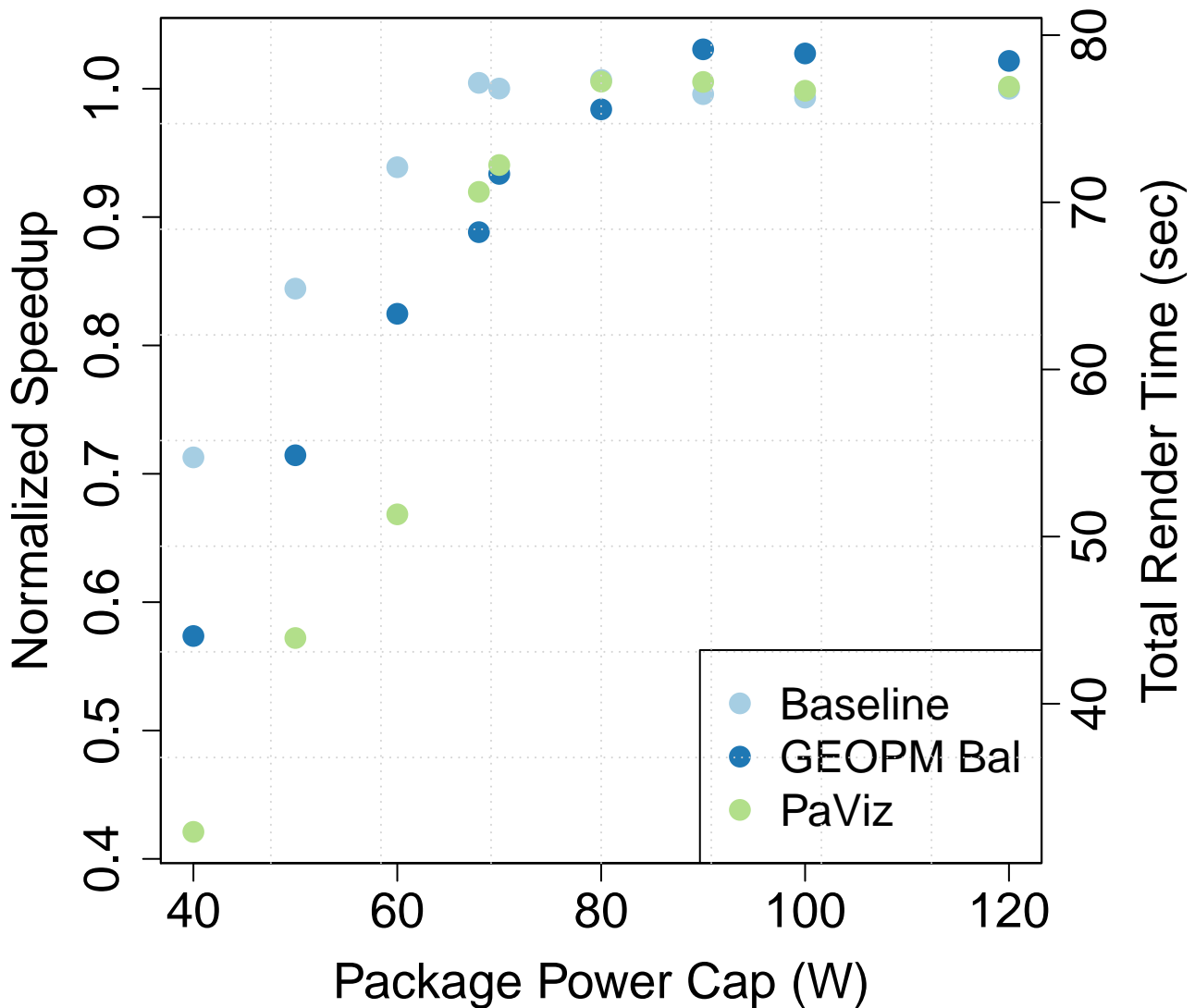**Render Phase Speedup**

8 nodes, 320^3, 2048^2, isoval=[1, 3.4, 5.2], phi=17, theta=10, end_step=300, vis_freq=50