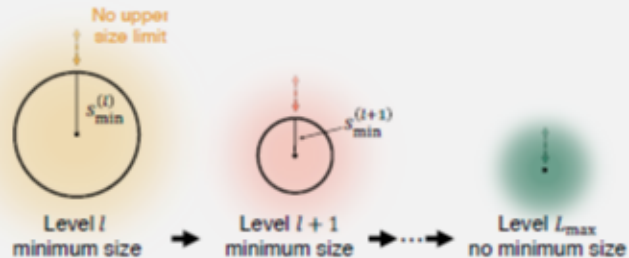
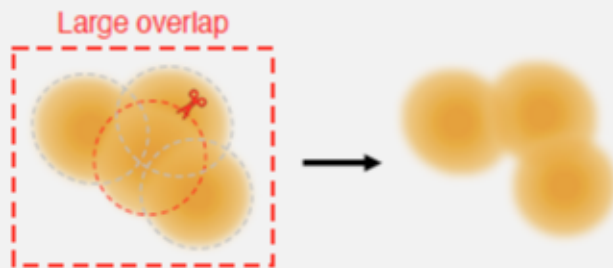


(a) Scale constraint



(b) Overlap pruning



(c) Max level rendering



(d) Selective rendering

