Figure 7: *Median and inter-quartile range for frame times obtained with RTNeuron for different experiments with pseudo-cylinders without simulation and meshes with simulation. Each colored group shows the rendering times for 1 to 6 nodes (3-18 GPUs) of a configuration for a different parallelization strategy (DS: direct-send, DS*: direct-send still camera, DSF: load-balanced sort-first, SSF: static sort-first, SSF*: static sort-first still camera).*