scenefile used for benchmark	*notes for scene settings*	*polycount displayed in 3d app*	*GPU type and VRAM amount*	*CPU type and clock settings*						*time took to create obj/mtl during export from 3d APP*	*load obj/mtl and voxelization inside octane*	*max amount of ram used during export/ voxelization process*			*for valid benchmarks dont change the xyzm of the scene used.*							
scenefile	***notes***	***polycount***	***GPU/VRAM***	***CPU/CLOCK***	***RAM***	***OS***	***OCTANE BUILD***	***3dAPP***	***EXPORTER***	***EXPORTER time***	***load/voxelization***	***max RAM usage***	***GPU VRAM usage***	***polycount in octane***	***render engine***	***render resol***	***Ms/sec***	***FPS***	***remarks***				
maxmem.blend	Sub-d level 2	7564993 quads	GTX580/3072mb	amd X6 1055t@2800mhz	8GB DDR3	Linux 64 Mint10	2.44 cuda 3.2	Blender r35708	yoyoz unofficial v1.10	0h8m9s	0h9m10s	15GB	2,6GB*	15129986 tris	dl/pt	960x540	15/9	28/18	*got to close blender after export to be able to load the obj into octane because of to less ram/swap partition				
maxmem.blend	Sub-d level 1	1891249 quads	GTX580/3072mb	amd X6 1055t@2800mhz	8GB DDR3	Linux 64 Mint10	2.44 cuda 3.2	Blender r35708	yoyoz unofficial v1.10	0h2m0s	0h1m10s	4,5GB	670mb	3782489 tris	dl/pt	960x540	17/8	33/16					
maxmem.blend	Sub-d level 1	1891249 quads	GTX470/1280mb	intel q6600@3222mhz	4GB DDR2	Linux 64 Mint10	2.44 cuda 3.2	Blender r35825	yoyoz unofficial v1.10	0h2m41s	0h1m30s	4,5GB	670mb	3782489 tris	dl/pt	960x540	11/5	21/10					
...to be continued																							