Some of our VRS techniques are able to render a scene with a resolution of 3840x2160 in the same time as rendering at a resolution of 1920x1080, showing similar FPS. The results were generated for a setting with high fragment-shader complexity (physically based lighting/100 light sources) on an NVIDIA GeForce 2080 Ti. In terms of image similarity, the VRS techniques are close to the original images when single images are compared. However, temporal artefacts can not be eliminated completely and can be noticeable. The major advantage of our VRS techniques is that some of them enable up to 4x higher rendering resolution with the same performance or up to 4x better performance at the same resolution.