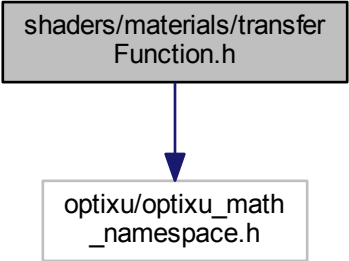


shaders/materials/transfer
Function.h



```
graph TD; A[shaders/materials/transfer Function.h] --> B[optixu/optixu_math _namespace.h]
```

optixu/optixu_math
_namespace.h