

opticalModel::Render



```
graph LR; A[opticalModel::Render] --> B[glslRayCast::Display]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'opticalModel::Render'. The right box is white and contains the text 'glslRayCast::Display'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

glslRayCast::Display