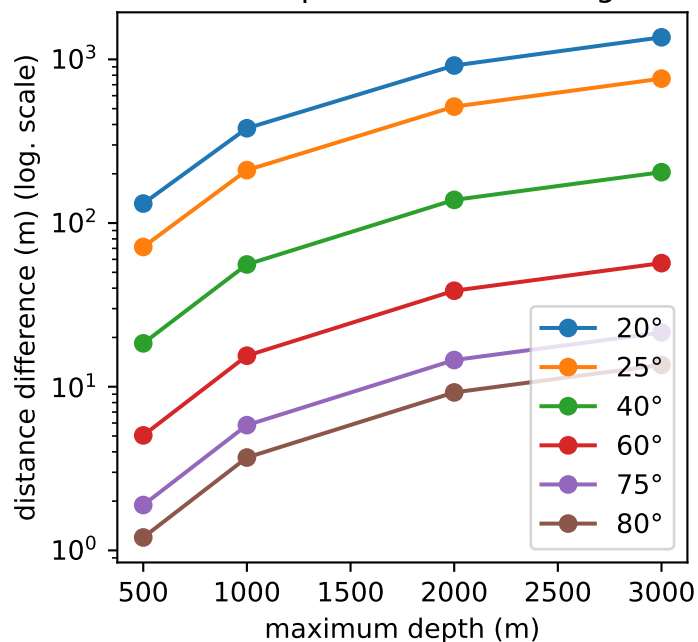
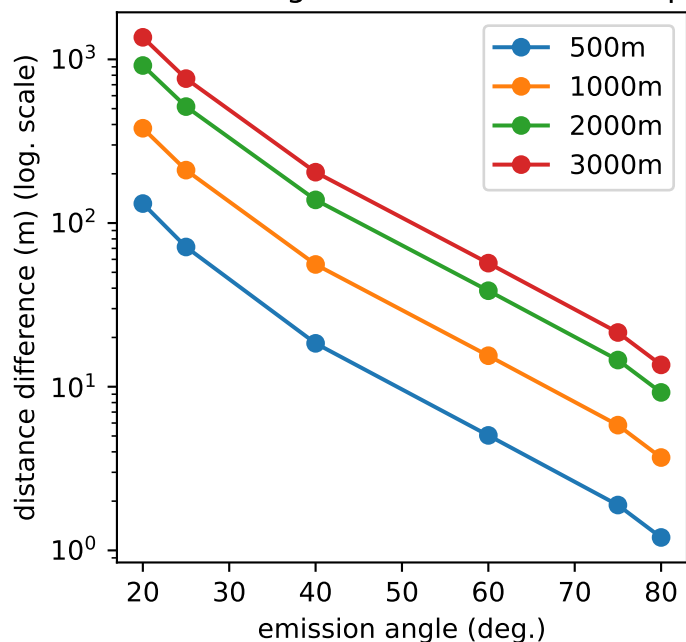


equivalent raytracing vs Snell-Descartes raytracing using depth as stop parameter

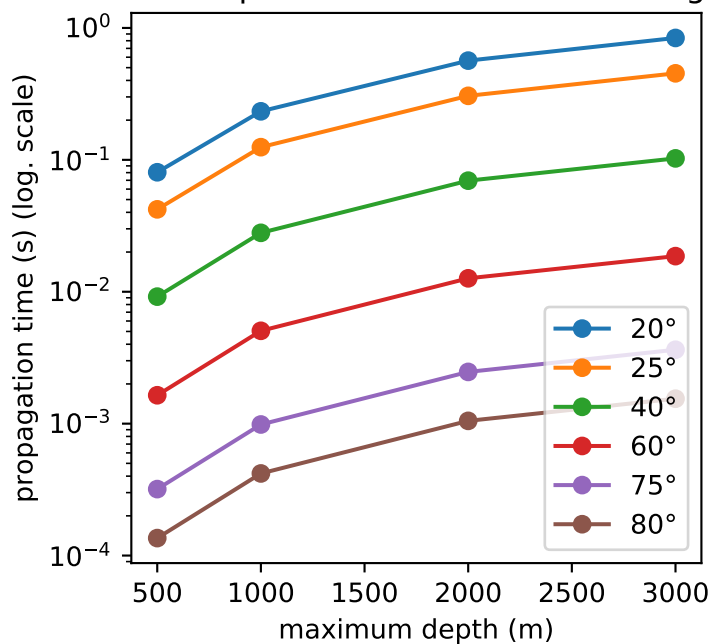
point position difference in function of max. depth at constant angle



point position difference in function of emission angle at constant max. depth



propagation time difference in function of max. depth at constant emission angle



propagation time difference in function of emission angle at constant max. depth

