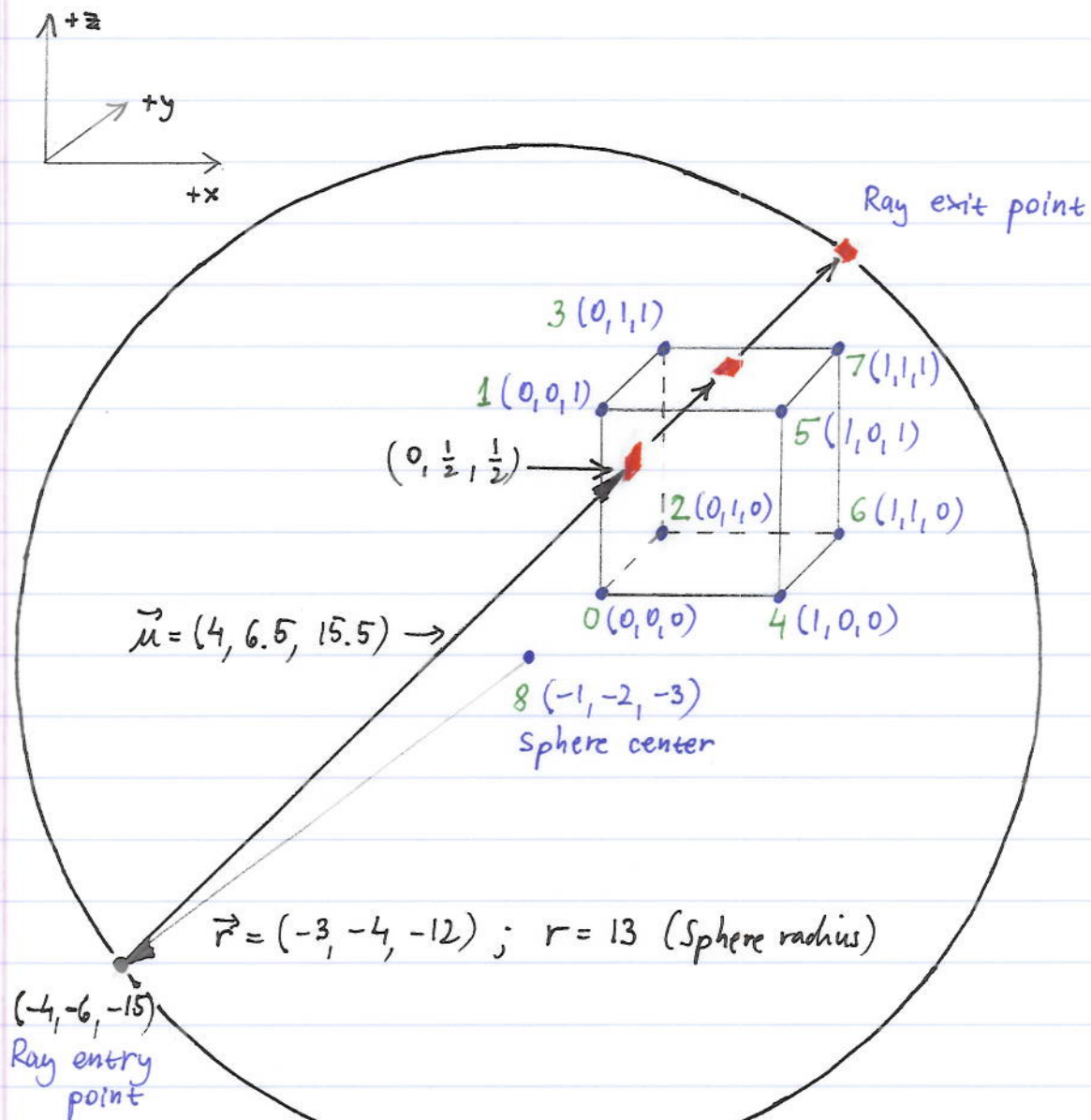


cube\_grid.cpp, bounding\_sphere.cpp, cube.cpp, test\_Zone.cpp

Test raytracing across Zones with Sphere and Polygon Faces  
3-D



Legend:

: Hit Points  
 : left Face of the cube  
 : top Face of the cube  
 : Sphere

: Node ID  
 : Node coordinates  
 (3-D Cartesian)