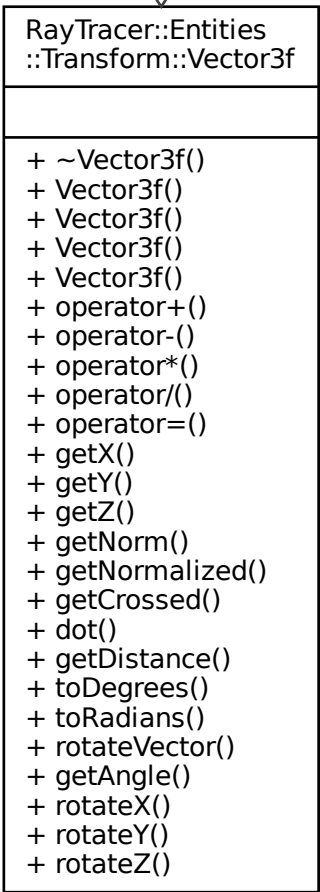
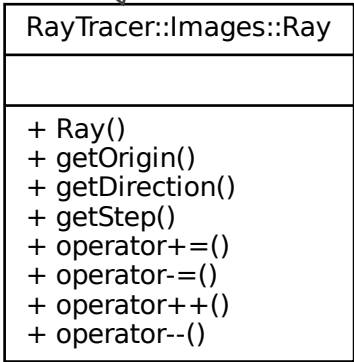




-_x
-_y
-_z



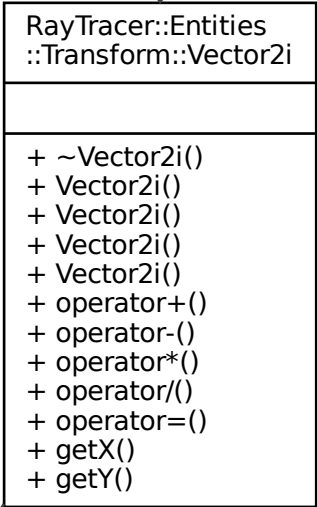
-_normal
-_origin
-_step



-_cameraPos
-_fov
-_fovXYZ
-_normal

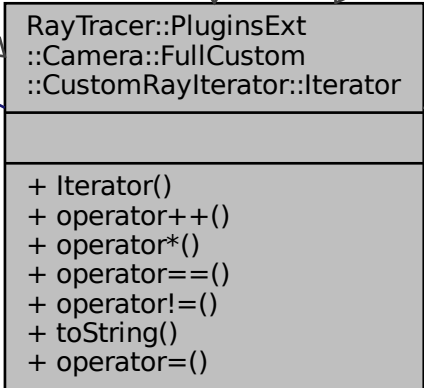
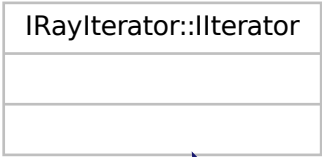


-_x
-_y



size_t

-_x
-_y



-_ray

-_screenSize