```
RayTracer::Images::
     IRayIterator
 + ~IRayIterator()
 + begin()
 + end()
RayTracer::PluginsExt
::Camera::Clustered::
 ClusterRayIterator
 cameraPos
 screenPosCenter
 screenPosTopLeft
  screenSize
```

+ ClusterRayIterator()

unit

+ begin() + end()