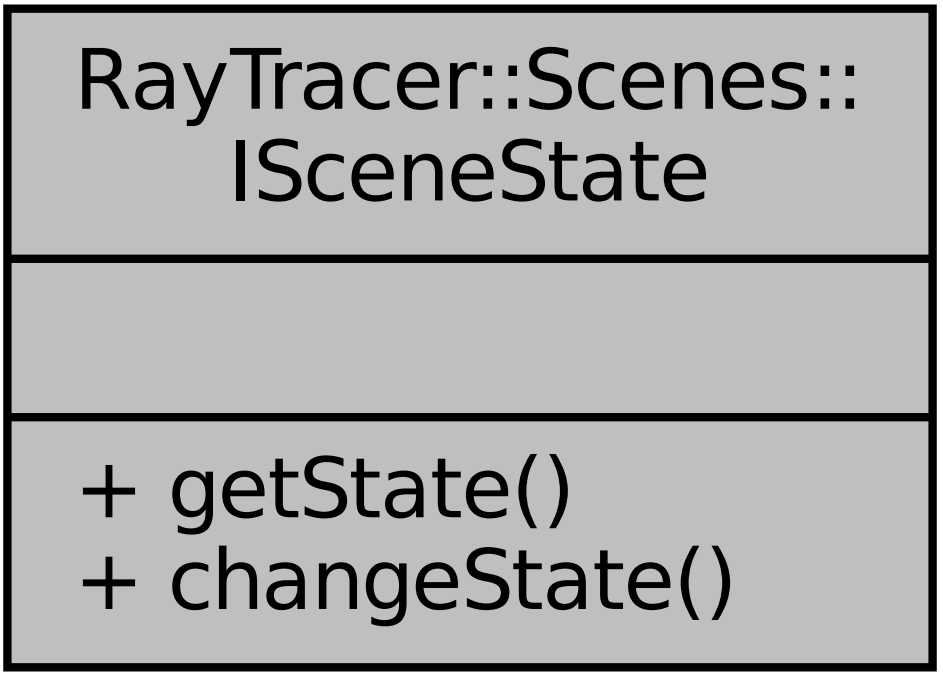
RayTracer::Scenes::
ISceneState
+ getState()
+ changeState()