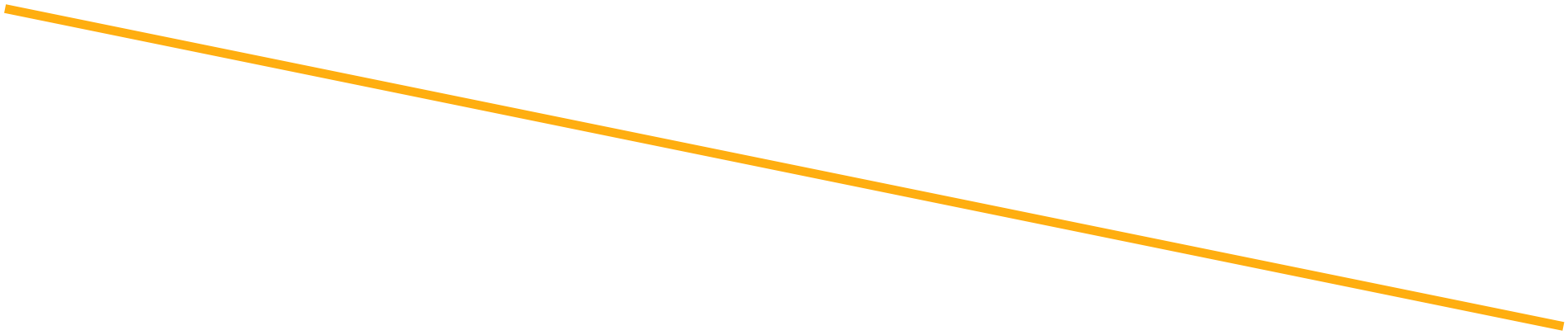


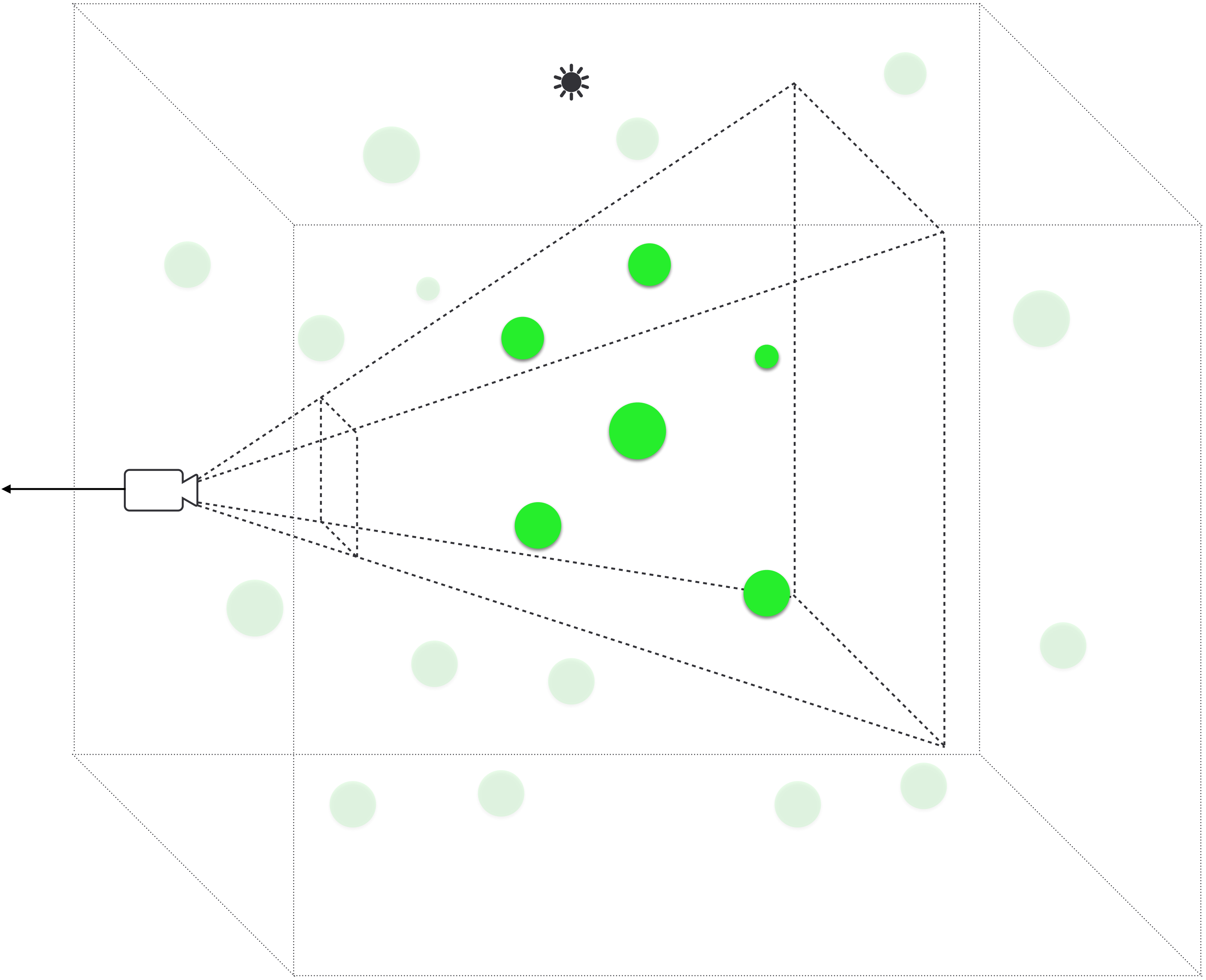
Raycasting

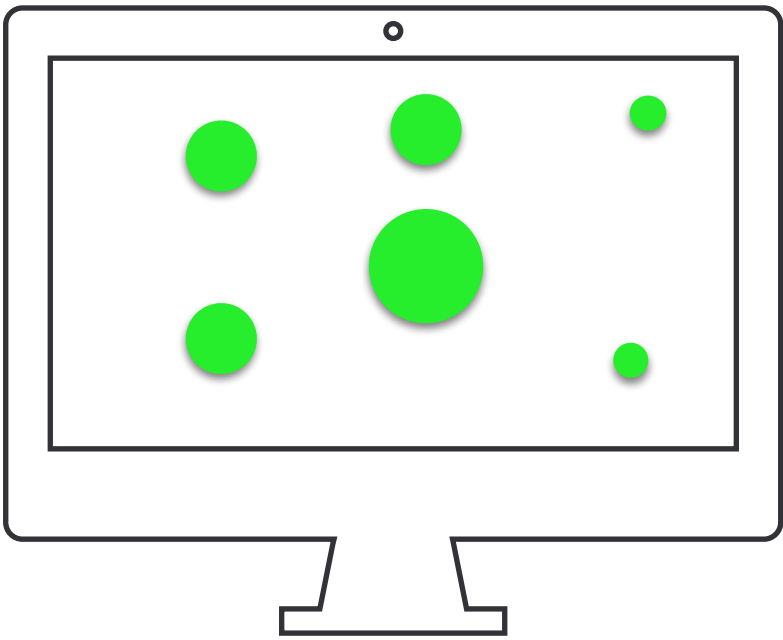
Interactivity



Realization







































































































































































Dynamic Patterns



```
const newVector2(1, 1);
```



```
const newRaycaster();
```



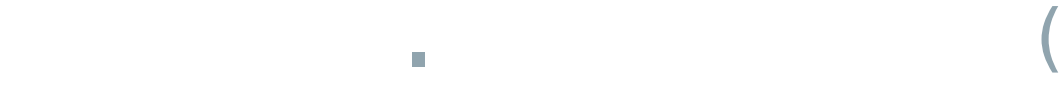




function {}













falls e

let



//

[obj]

