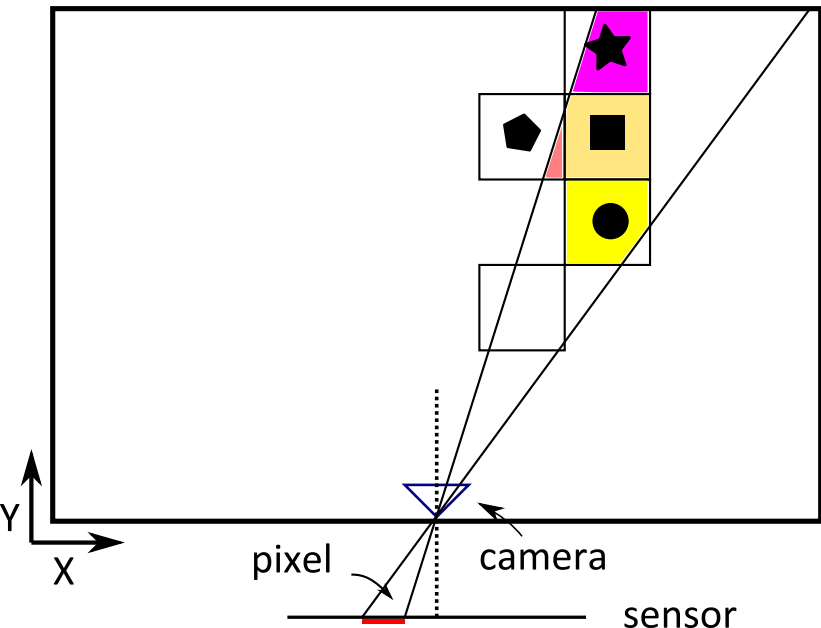


Radiance Map



pixel



=

Projection

 \times

Radiance

