**Photon Engine**

1. Change sDat array to store the actual indices of the surfaces through which photons escape, for computing spectral radiance
2. To reduce the side of rD, pass in the actual function handles of , , . Compute once per photon, and grab when necessary, and trash after
   1. For debugging purposes, store the single scattering properties in a matrix
3. Get rid of the “triangulation” function
   1. Make a function which inputs some coordinates, elements, and nodes, and returns the elements
4. Consider “remainder” distance after photons portal-ize through tunneling surfaces
5. Consider light reflection when photon strikes transmitting surfaces

**Heat Transfer Solver**

1. Get rid of MATLAB’s and use our own creation