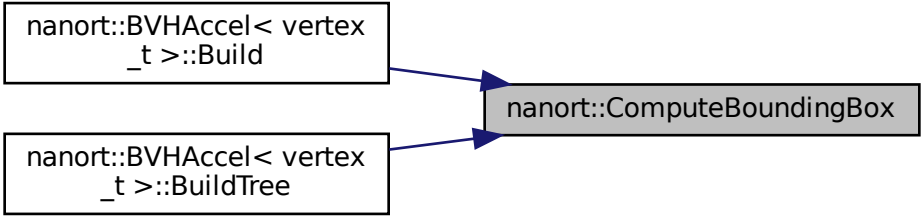
nanort::BVHAccel< vertex
_t >::Build
nanort::BVHAccel< vertex
_t >::BuildTree
nanort::ComputeBoundingBox