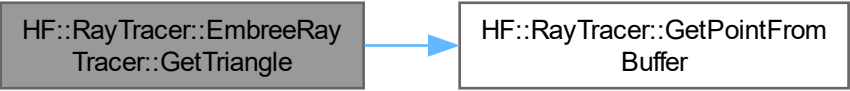


HF::RayTracer::EmbreeRay
Tracer::GetTriangle



```
graph LR; A[HF::RayTracer::EmbreeRayTracer::GetTriangle] --> B[HF::RayTracer::GetPointFromBuffer]
```

HF::RayTracer::GetPointFrom
Buffer