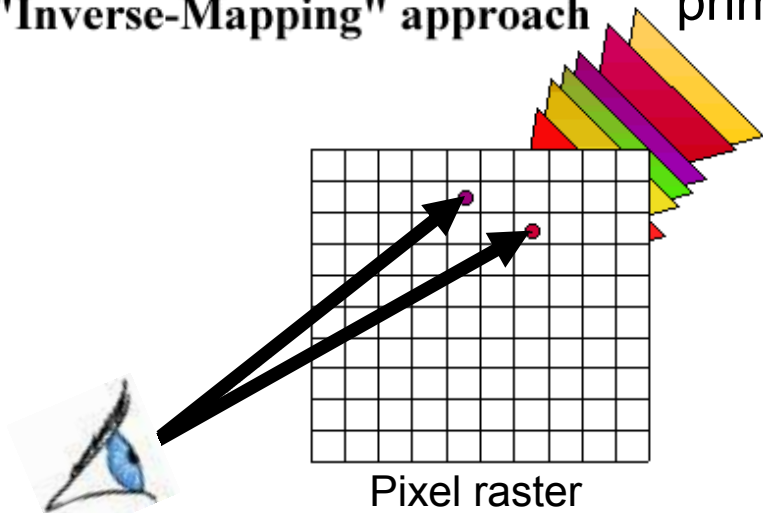


"Inverse-Mapping" approach

Scene
primitives



Pixel raster