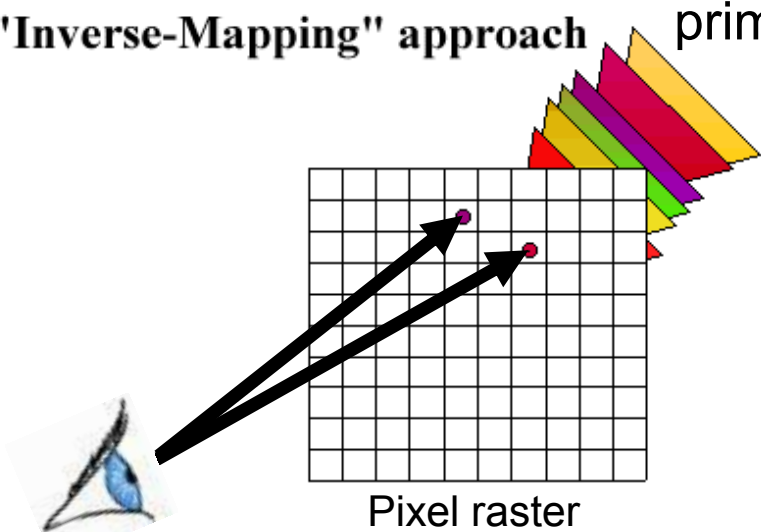


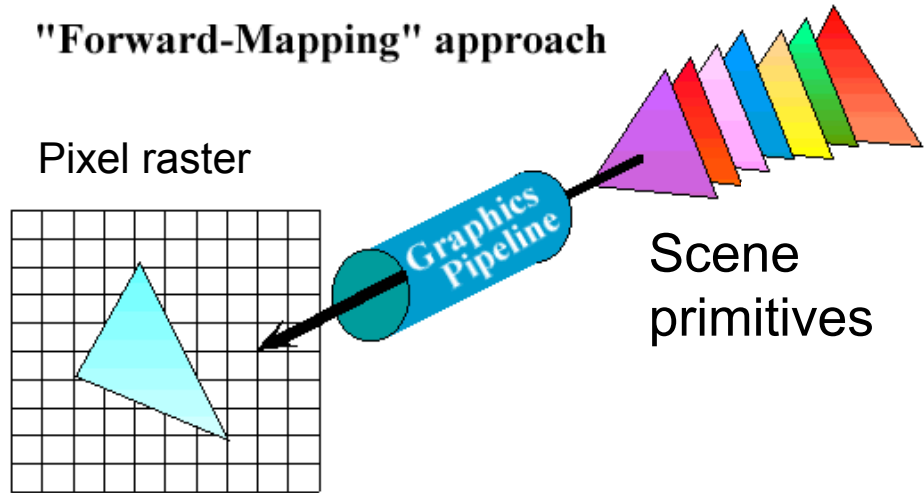
"Inverse-Mapping" approach

Scene
primitives



"Forward-Mapping" approach

Pixel raster



Scene
primitives