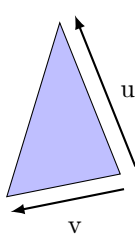
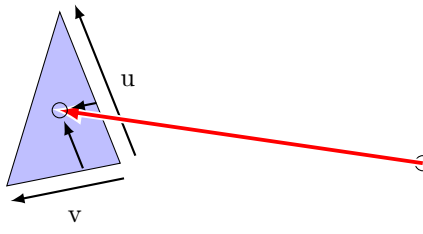


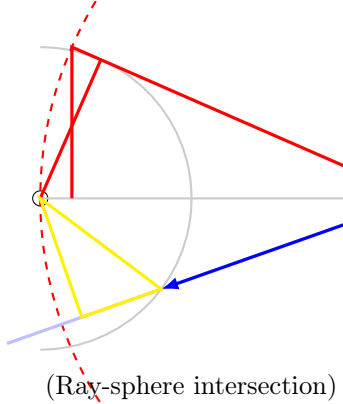
(Triangle)



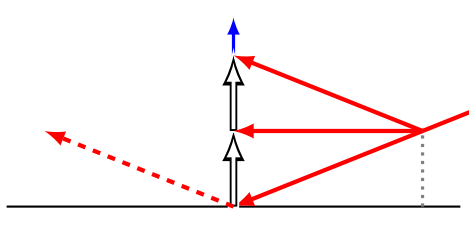
(Triangle)



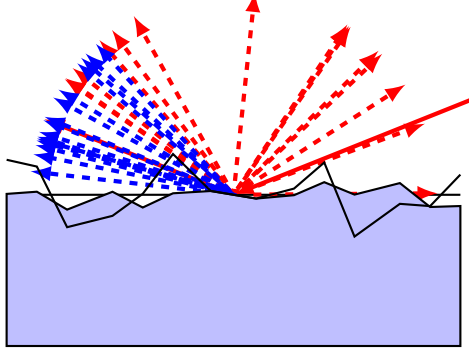
(Ray-triangle intersection)



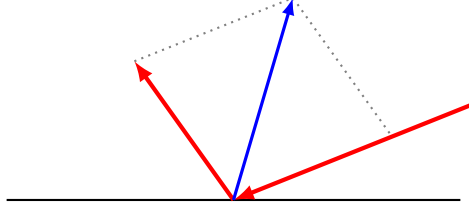
(Ray-sphere intersection)



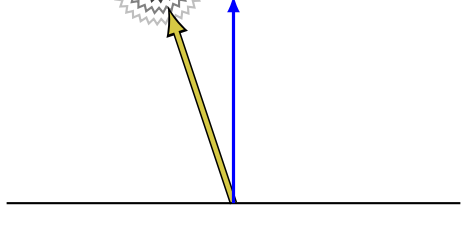
(Ray reflection using normal vector)



(Rough reflection)



(Compute normal vector from reflection)



(Phong shading model)