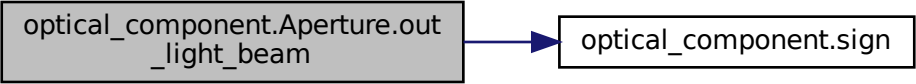


optical_component.Aperture.out
_light_beam



```
graph LR; A["optical_component.Aperture.out_light_beam"] --> B["optical_component.sign"]
```

optical_component.sign