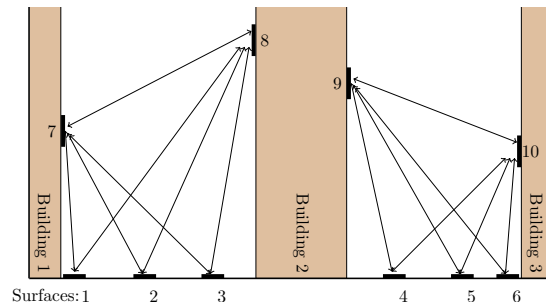
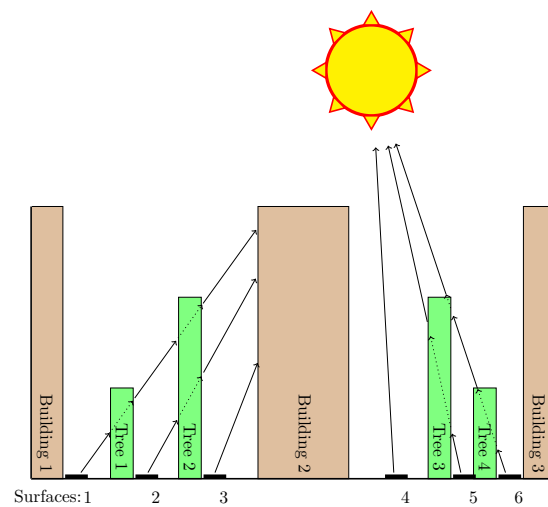


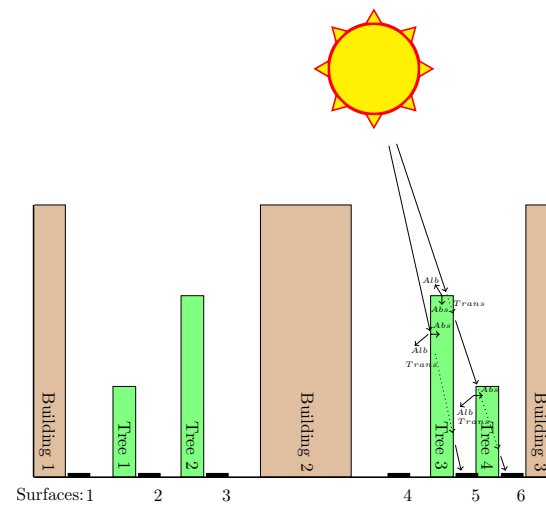
(a) Initial view angles ray tracing.



(b) TUF-3D unmodified shading.



(c) VTUF-3D modified shading.



(d) VTUF-3D reverse ray tracing.