

Ray-tracing method

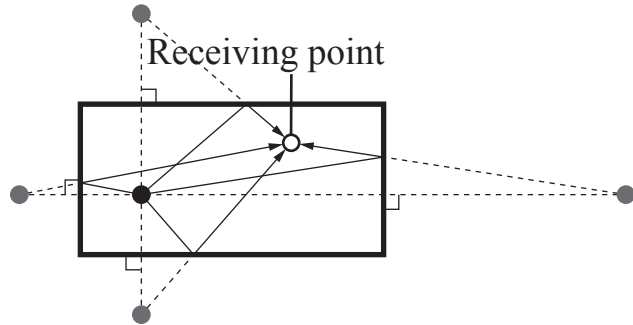


Image source method