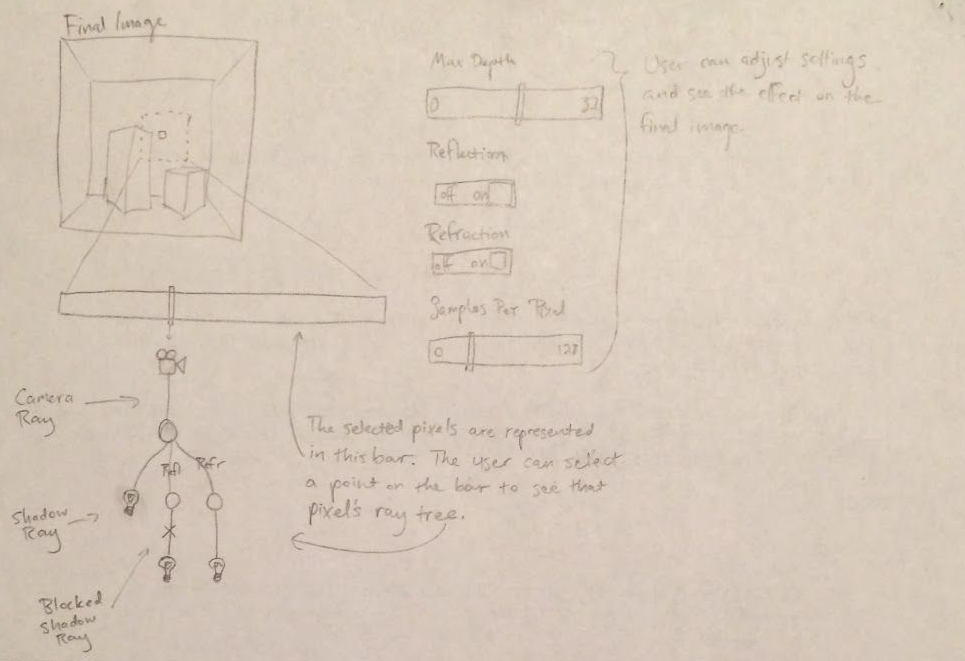
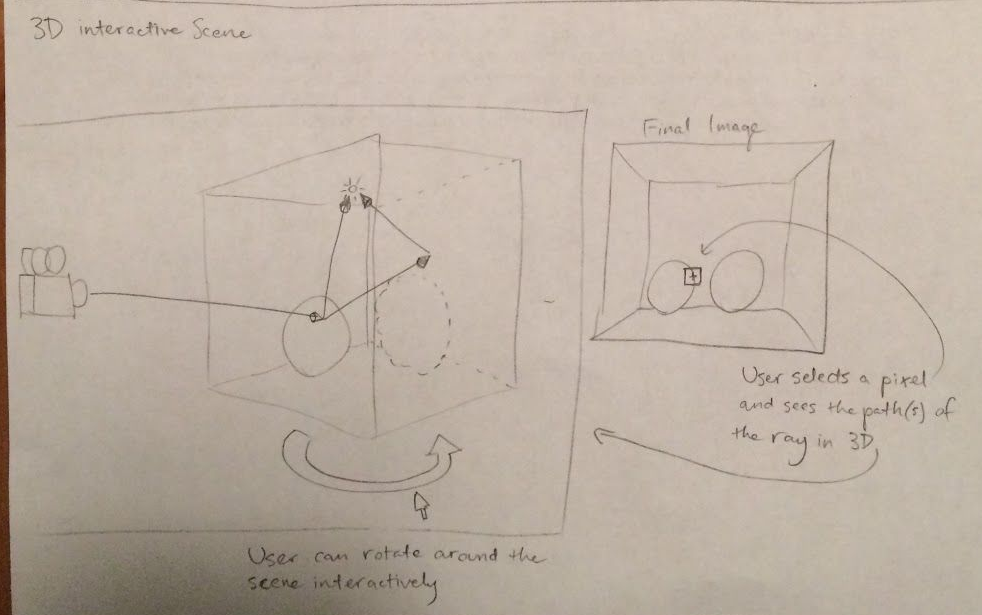

Final Image
Max Depth
0
32
Reflection
off on
Refraction
off on
Samples Per Pixel
0
128
User can adjust settings and see the effect on the final image.
Camera Ray
Refl
Refr
Shadow Ray
Blocked Shadow Ray
The selected pixels are represented in this bar. The user can select a point on the bar to see that pixel's ray tree.


3D interactive Scene
Final Image
User selects a pixel and sees the path(s) of the ray in 3D
User can rotate around the scene interactively