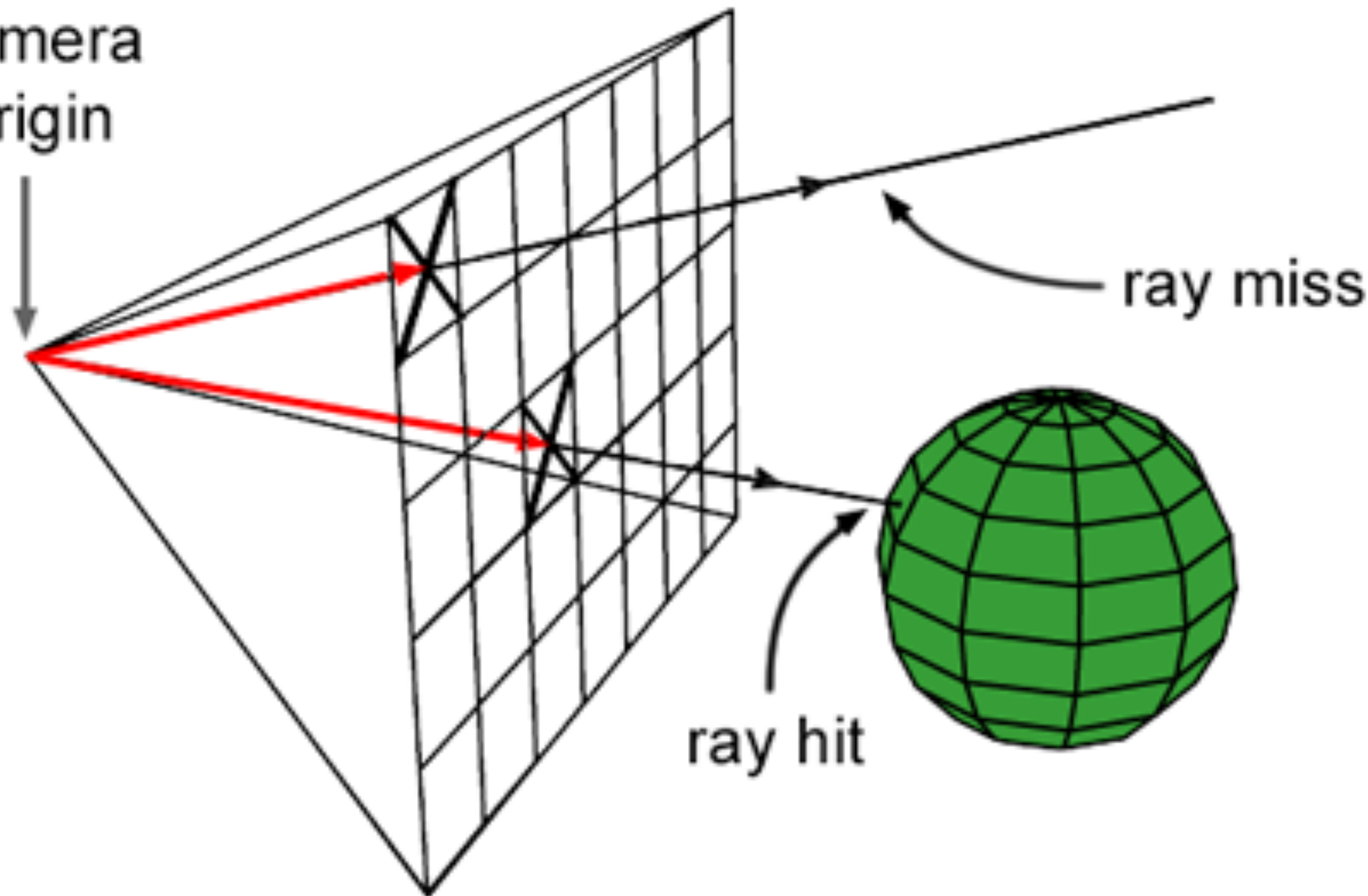



camera  
origin





```
position = cameraPosition;

for (int i = 0; i < STEPS; i++){
    // popali
    if ( scene(position) < 0.1) return red;
    // inache idem dalshe
    position += direction * STEP_SIZE;
}
```