

Camera

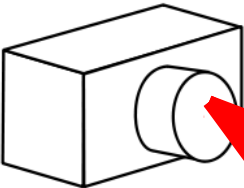
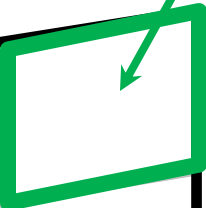


Image Space

pixel



Ray Packet 1

Ray Packet 2

