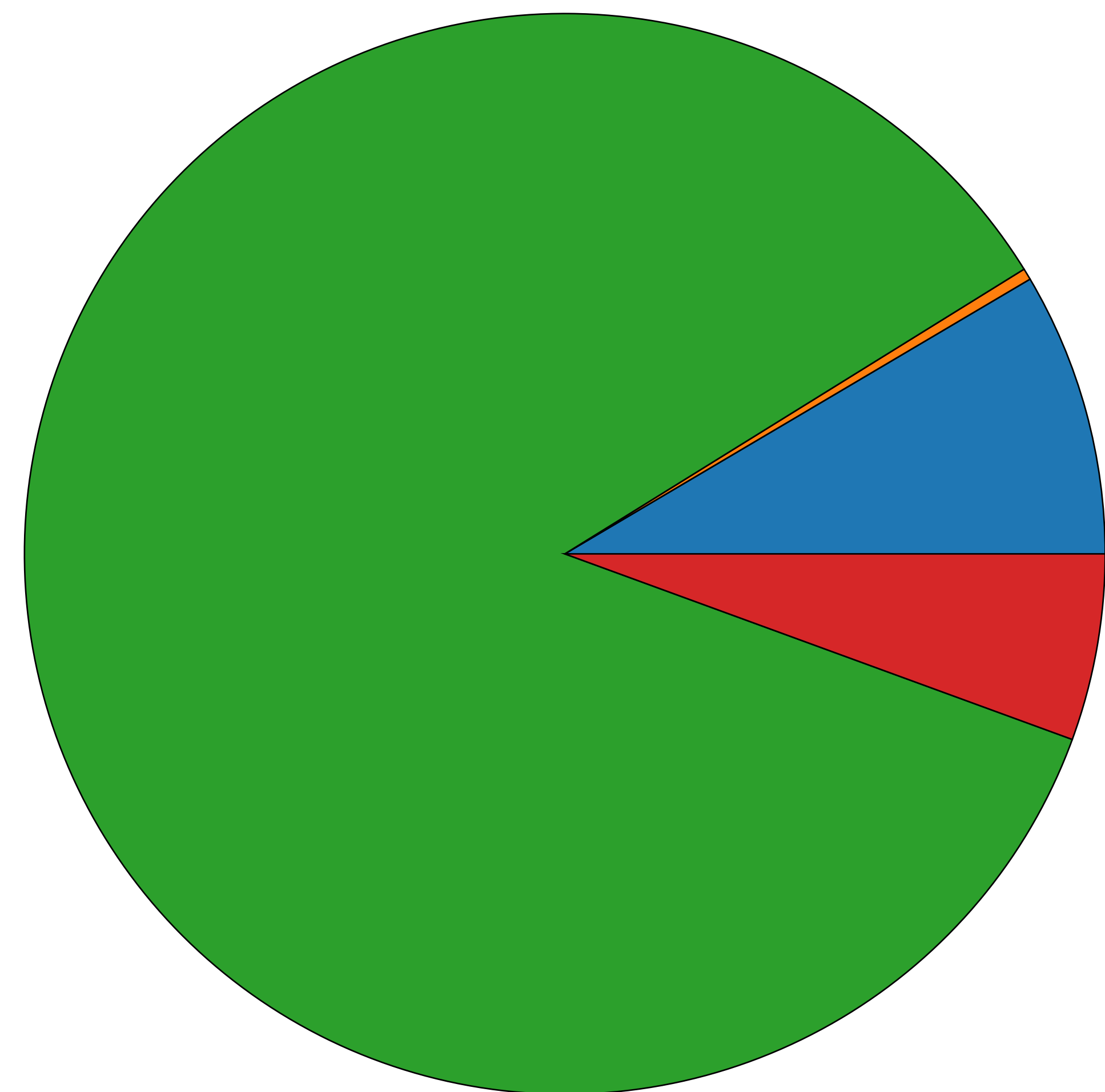# TriangleMesh$WaldTriangle.intersect

- [KDTree.intersect, Geometry.intersect]
- [Sphere.intersectPrimitive, NullAccelerator.intersect]
- [TriangleMesh.intersectPrimitive, KDTree.intersect]
- [TriangleMesh.intersectPrimitive, NullAccelerator.intersect]