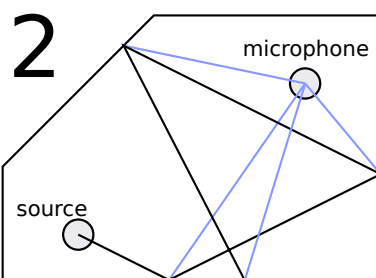
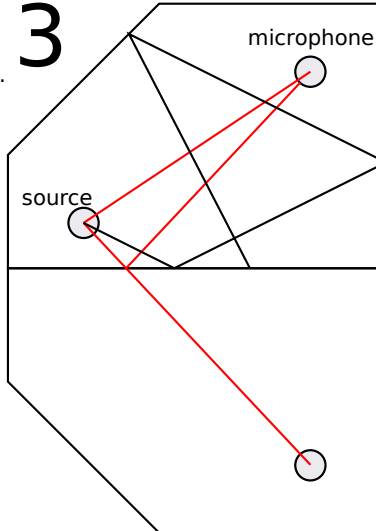


A ray is traced, with perfect specular reflections, up to a certain predetermined depth.

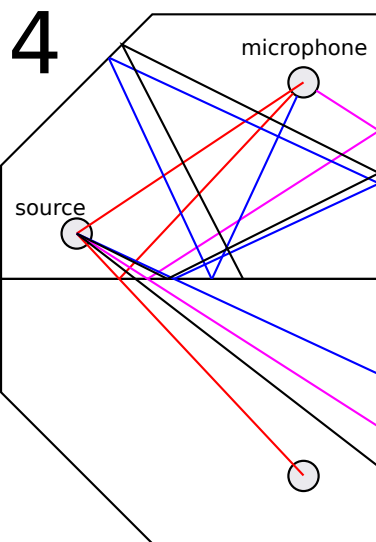


Diffuse contributions are calculated for each ray.



A direct contribution is added, and for each primitive that the ray has intersected, the microphone is reflected in that primitive, and then a ray is cast through it to check for line-of-sight. If there is, an image-source contribution is added.

This diagram shows the first-order image-source reflection.



This diagram shows the rest of the image-source reflections.

Note that there isn't line-of-sight from the source to the third-order microphone image, so no image-source contribution is added for this path.

