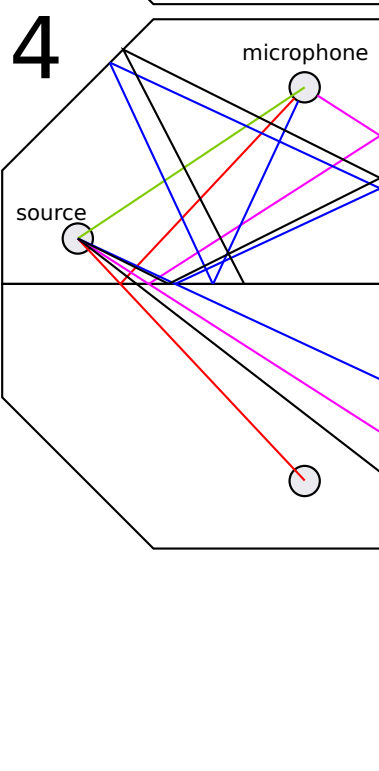
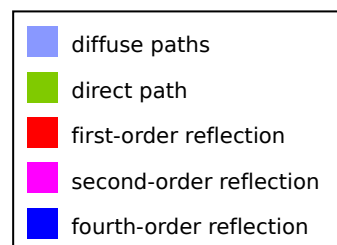


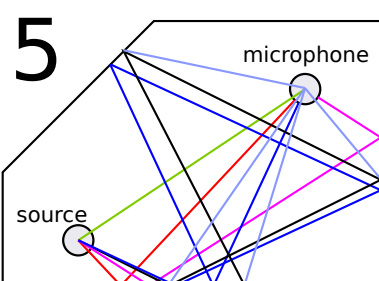
A direct contribution is added, and for each primitive that the ray has intersected, the microphone is reflected in that primitive, and then a ray is cast through it to check for line-of-sight. If there is, an image-source contribution is added.

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.



These are all the computed contribution paths.

For each path, an impulse is placed in the output audio file at a time dictated by the total distance covered by the path, and with a volume accumulated from each of the surfaces from which the ray has been reflected.