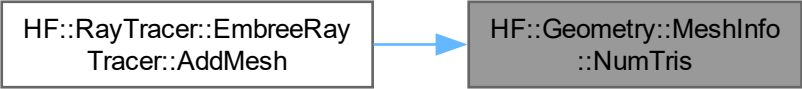


HF::RayTracer::EmbreeRay
Tracer::AddMesh



```
graph LR; A[HF::RayTracer::EmbreeRayTracer::AddMesh] --> B[HF::Geometry::MeshInfo::GetIndexedVertices];
```

HF::Geometry::MeshInfo
::GetIndexedVertices