

HF::RayTracer::EmbreeRay
Tracer::Intersect

```
graph LR; A[HF::RayTracer::EmbreeRayTracer::Intersect] --> B[HF::RayTracer::EmbreeRayTracer::CalculatePreciseDistance]; B --> C[HF::RayTracer::RayTriangleIntersection];
```

The diagram illustrates a three-step process for ray-triangle intersection. It consists of three rectangular boxes connected by blue arrows pointing from left to right. The first box, on the left, is white with a black border and contains the text 'HF::RayTracer::EmbreeRayTracer::Intersect'. A blue arrow points from its right side to the second box. The second box, in the middle, is also white with a black border and contains the text 'HF::RayTracer::EmbreeRayTracer::CalculatePreciseDistance'. Another blue arrow points from its right side to the third box. The third box, on the right, is gray with a black border and contains the text 'HF::RayTracer::RayTriangleIntersection'.

HF::RayTracer::EmbreeRay
Tracer::CalculatePreciseDistance

HF::RayTracer::RayTriangle
Intersection