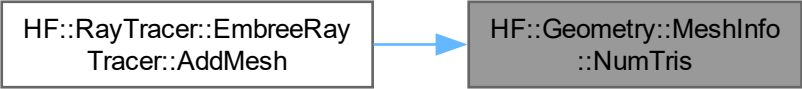


HF::RayTracer::EmbreeRay  
Tracer::AddMesh



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

HF::Geometry::MeshInfo  
::getRawIndices