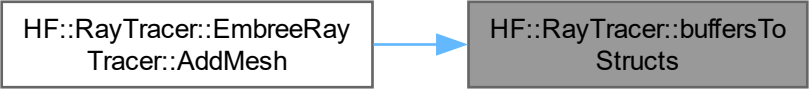


HF::RayTracer::EmbreeRay
Tracer::AddMesh



```
graph LR; A[HF::RayTracer::EmbreeRayTracer::AddMesh] --> B[HF::RayTracer::buffersToStructs]
```

HF::RayTracer::buffersTo
Structs