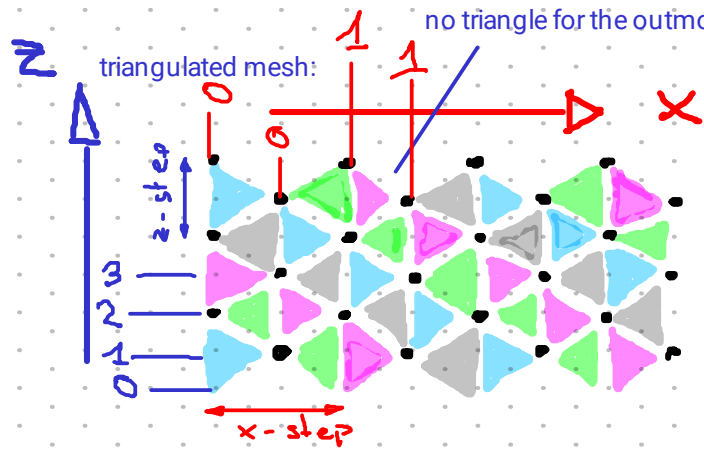


- light always faces down (towards negative z-values)

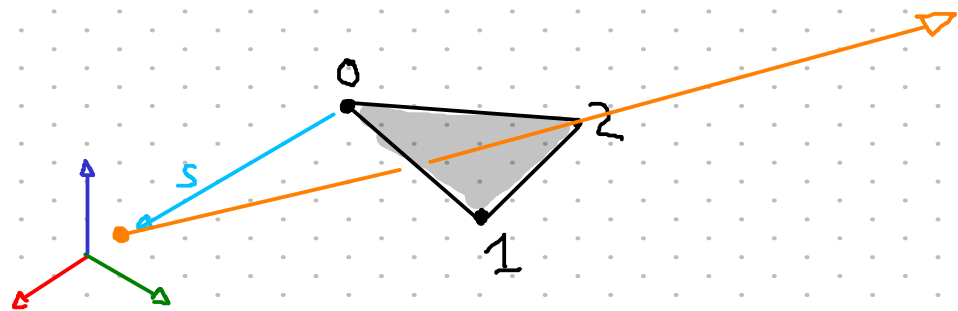
- target plane is aligned with the XZ-plane
- base of the mirror is aligned with the XZ-plane
- height of the mesh is aligned with the y-axis



- entire width (height) is xstep (zstep) * xsize (zsize)

(different colored faces have no meaning)

-- Intersection algorithm --



-- Triangle Collector --

