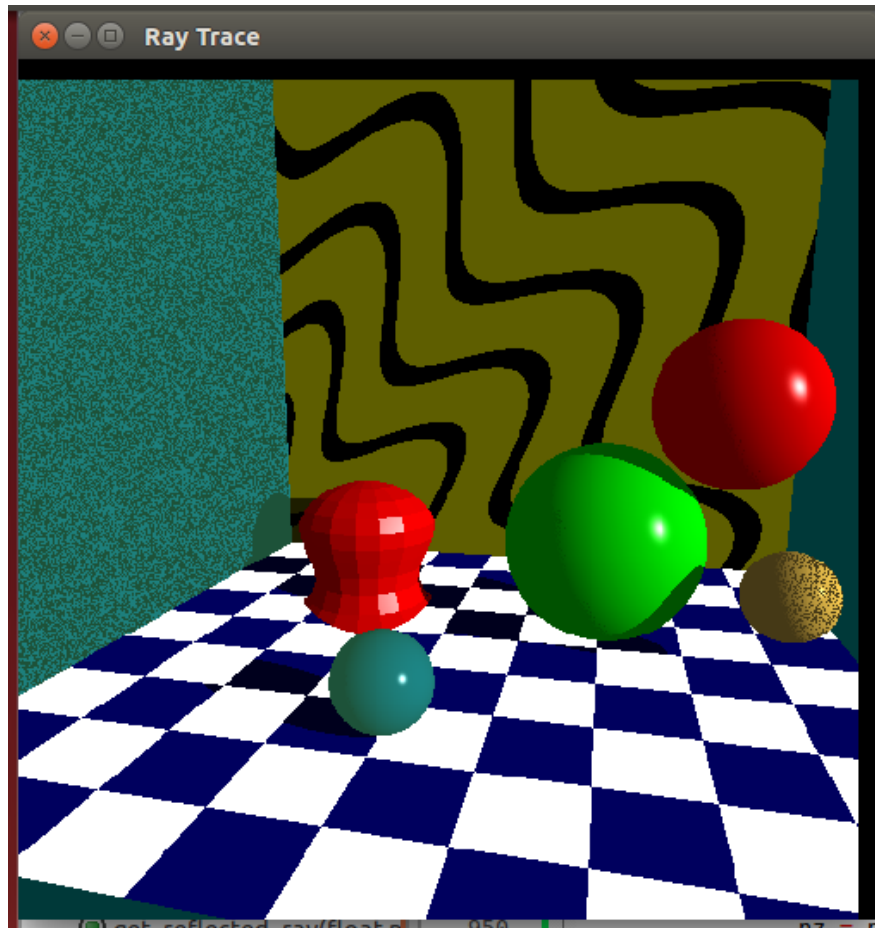
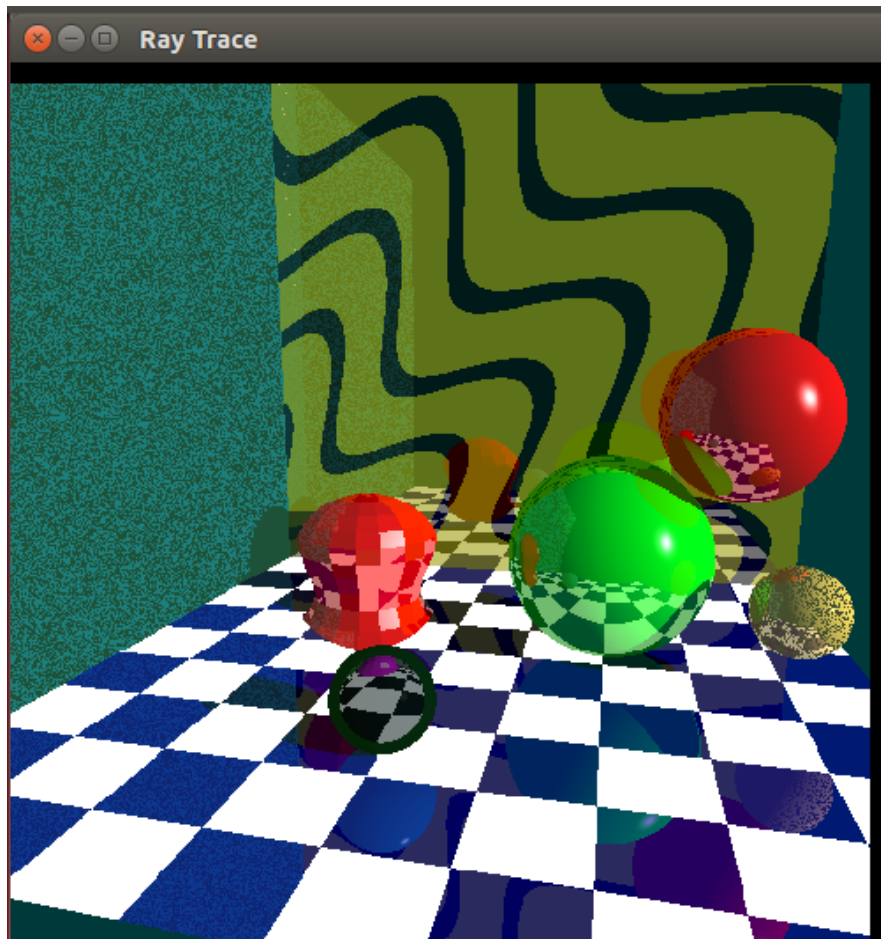


Ray Tracing depth -1



Ray Tracing depth -2



Ray Tracing depth -3

