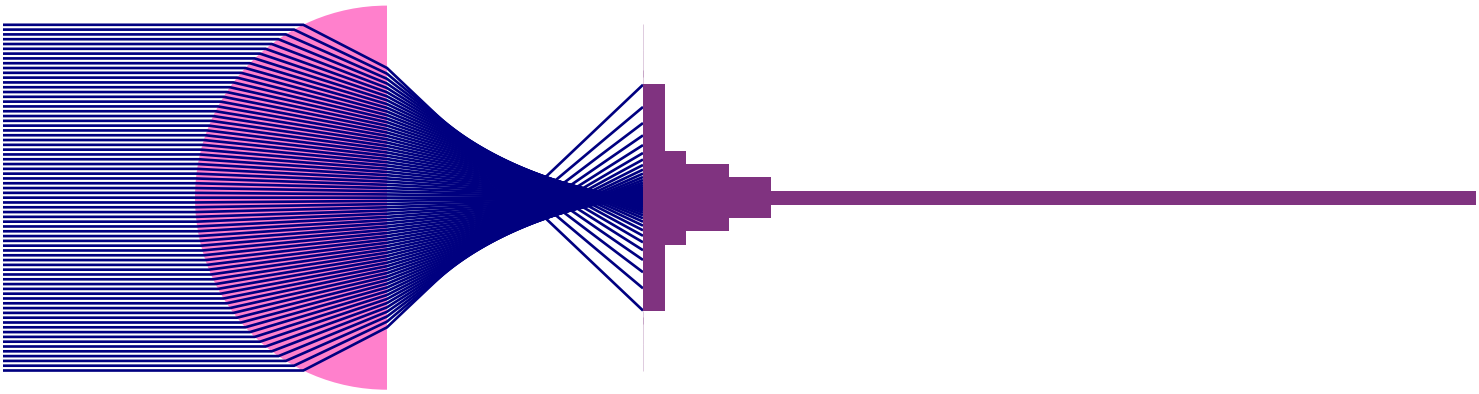

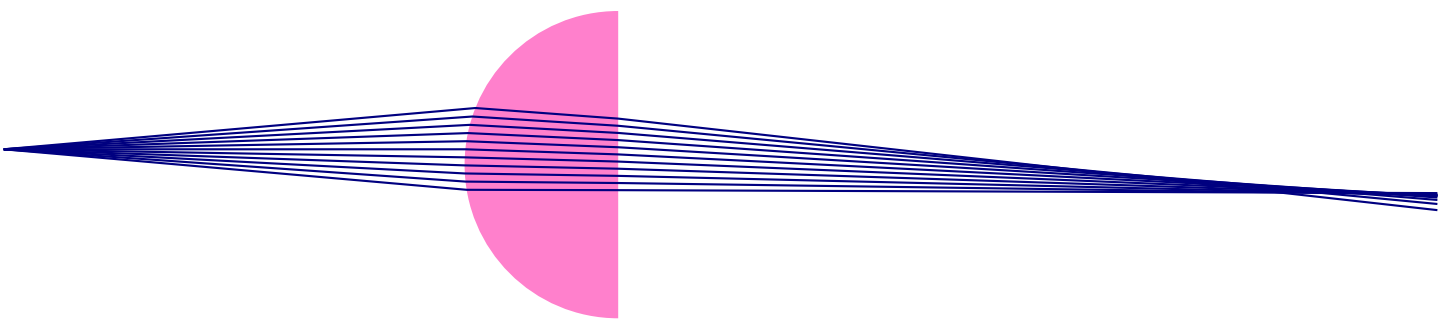

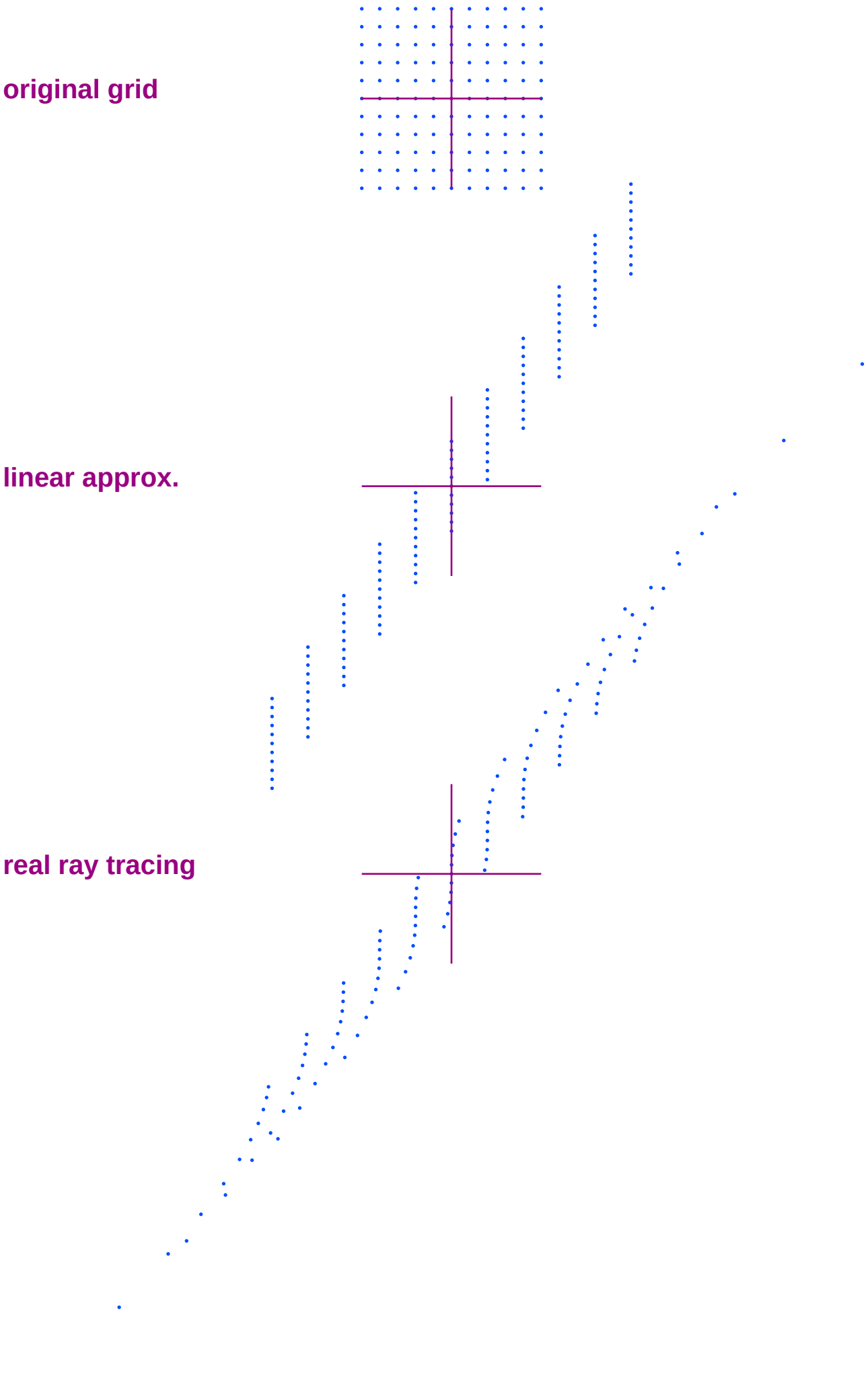
original grid
linear approx.
real ray tracing