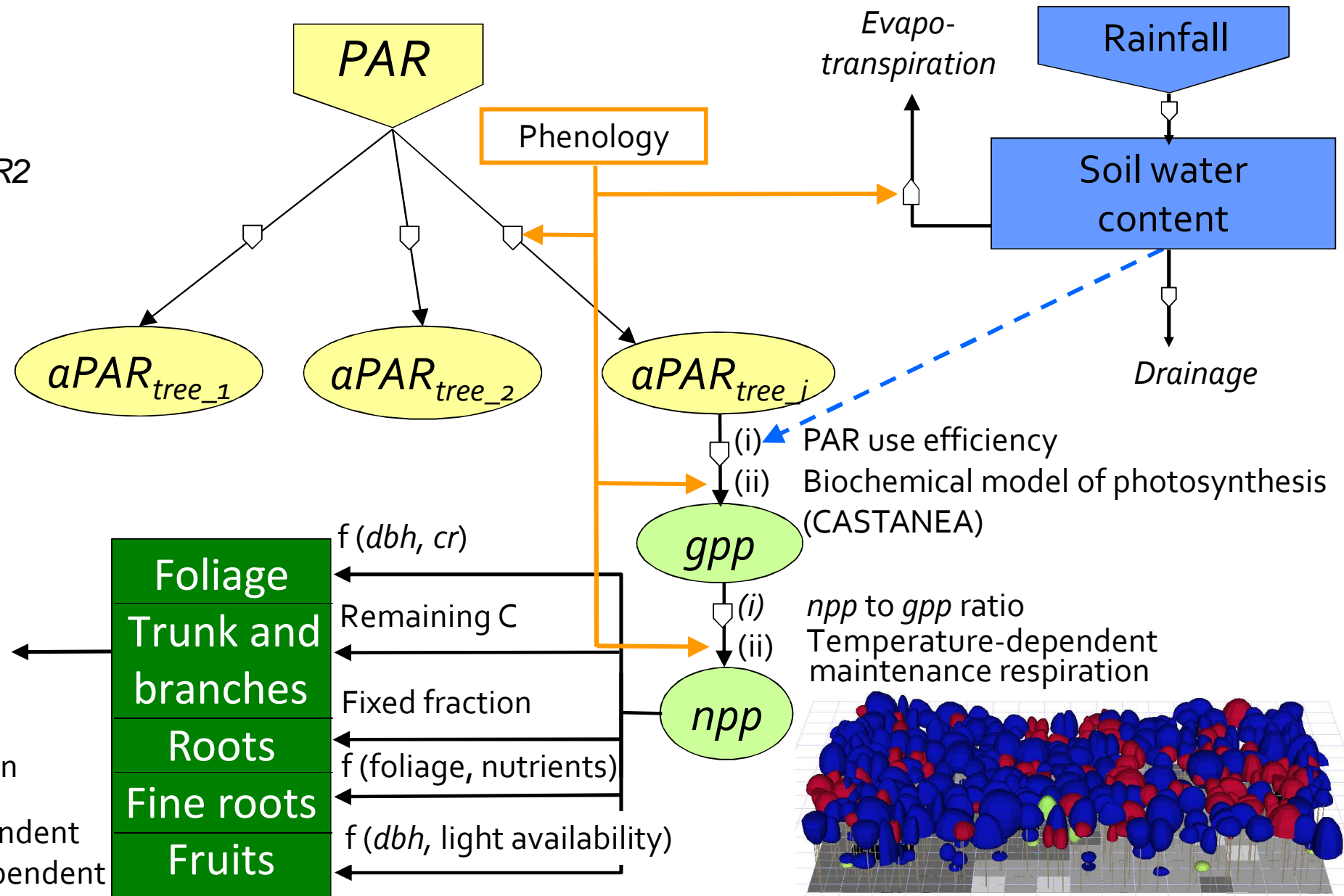


Ray tracing  
(SamsaraLight)



- (i) Distance-dependent
- (ii) Distance-independent