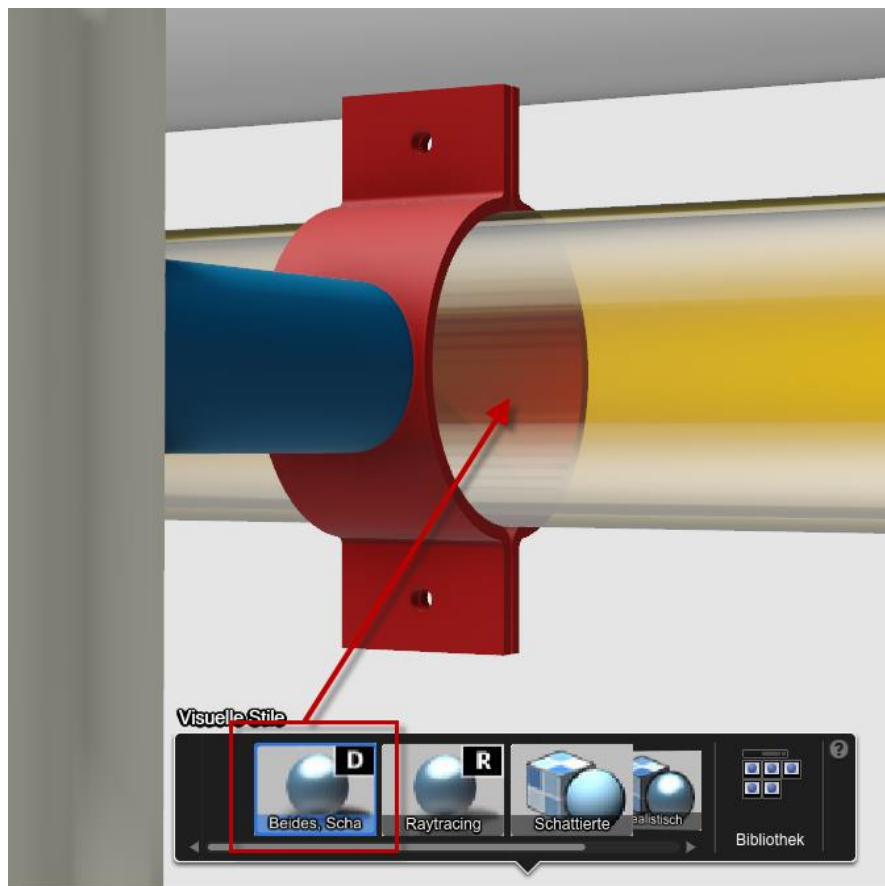


## Hardware-Rendering



with Raytracing

