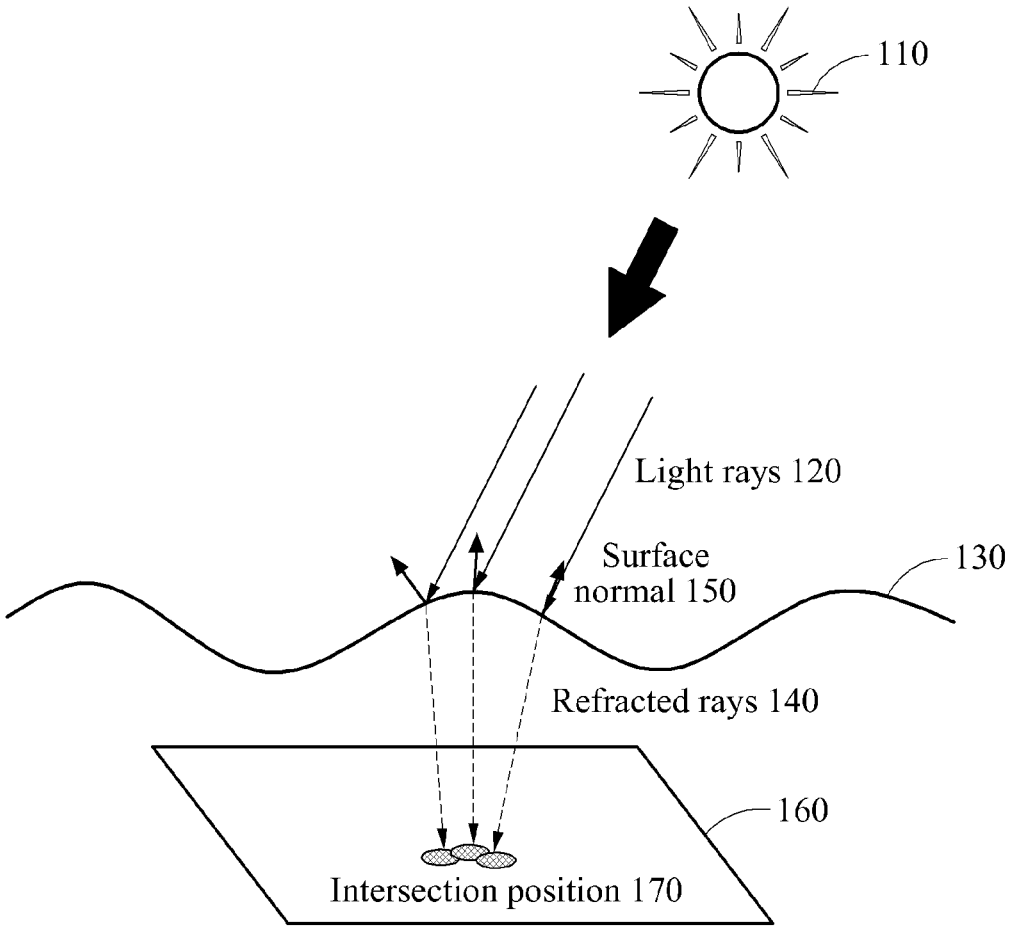
FIG. 1


110
Light rays 120
Surface
normal 150
130
Refracted rays 140
160
Intersection position 170