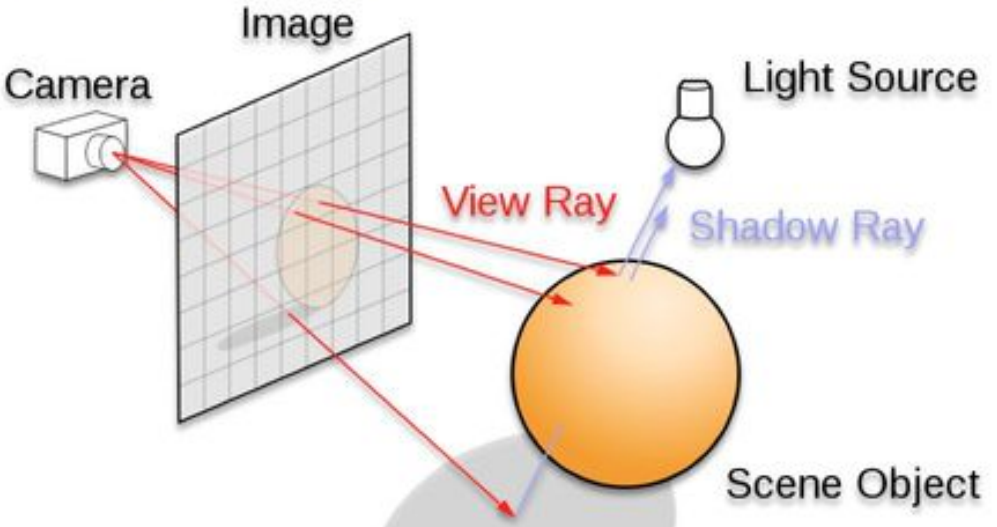
Ray-tracing methods



- When neutrons move in "free space", we use ray-tracing - but in most cases in direction source -> detector
- Of course parabolas rather than straight lines are uses to implement gravity