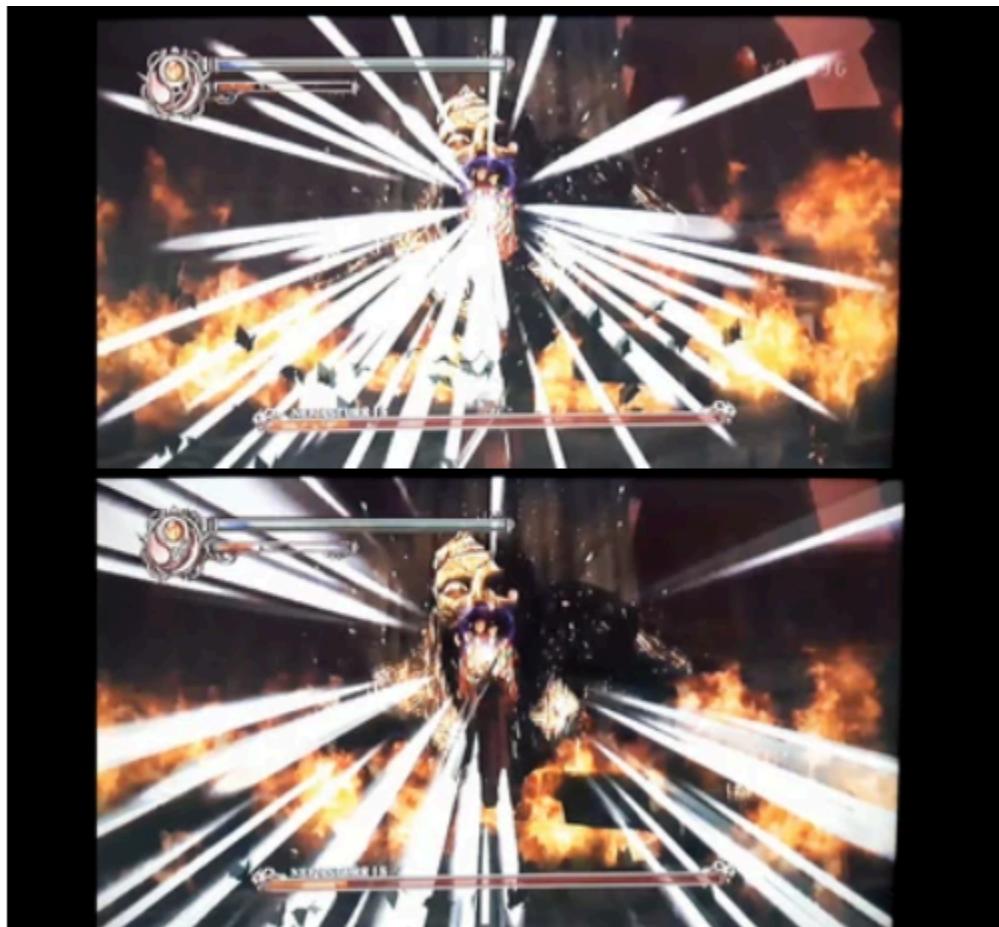


**Premise:**

<https://youtu.be/EV11iPyHB1k?t=409>

Dante reacts and can evade light from Nefasturris



Reason why it is light:

The English DMC2 guides call it "beams", while the Japanese guide calls them rays of light. Besides that they travel in a straight line, they are intangible, they do not explode, they burn instead of exploding.

<https://i.imgur.com/RMbPPYm.png>

**“Although it cannot leave the walls of a building, the rays of light from its massive body and the destructive power of its swinging hand are tremendous. As long as its central head remains intact, it can continue to operate even if it loses its body.”**

<https://i.imgur.com/5CgWiKI.jpeg>

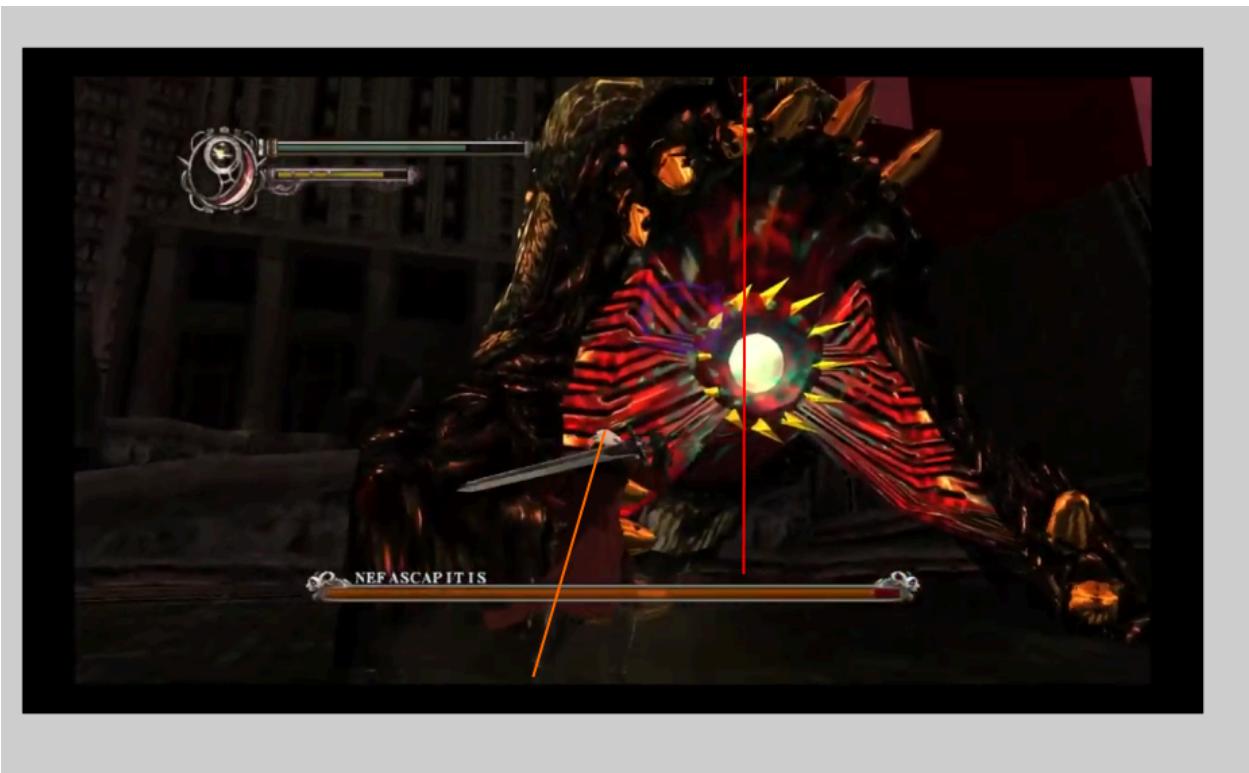
《戦闘開始直後 はレーザーを遠くへ4回放つので、近づけば安全。真 下からショットガンを当てておこう。}

**“Immediately after the start of the battle, he will fire four lasers at a distance. Keep the shotgun in the air.”**

敵から少し離れて いるときに「巨 大レーザーを使 われたら、回避行 動か、敵に接近す ることでかわす。

**“If you are a short distance away from the enemy, dodge the huge laser by using an evasive maneuver or by moving closer to the enemy.”**

Calc:



189.60 px = 1.8 meters

368 px = 3.49367089 meters



208 px = 3.49367089 meters

215 px = 1.8 meters

Panel height = 494 px

Distance from point of view to object = object size \* panel height in pixels/[object height in pixels \* 2 \* tan(70deg/2)]

$D1 = 3.49367089 * 494/[208 * 2 * \tan(70\text{deg}/2)] = 5.92500645 \text{ meters}$

$D2 = 1.8 * 494/[215 * 2 * \tan(70\text{deg}/2)] = 2.95327723 \text{ meters}$

Distance = 2.97172922 meters

Timeframe:  $2.97172922/299792458 = 9.91262168\text{E-9} \text{ seconds}$

1 meter movement in that timeframe is  $100881485 \text{ m/s}$  or  $0.33c$