**Optimising a ray tracer algorithm using different Parallelization techniques**

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**Abstract**

# **Introduction and Background**

**The Ray Tracer algorithm** A ray tracer algorithm computes the “visibility between point”

# **Initial Analysis**

# **Methodology**

# **Results and Discussion**

# **Conclusion**

**References**

1. *An Overview of the Ray-Tracing Rendering Technique* from <https://www.scratchapixel.com/lessons/3d-basic-rendering/ray-tracing-overview>