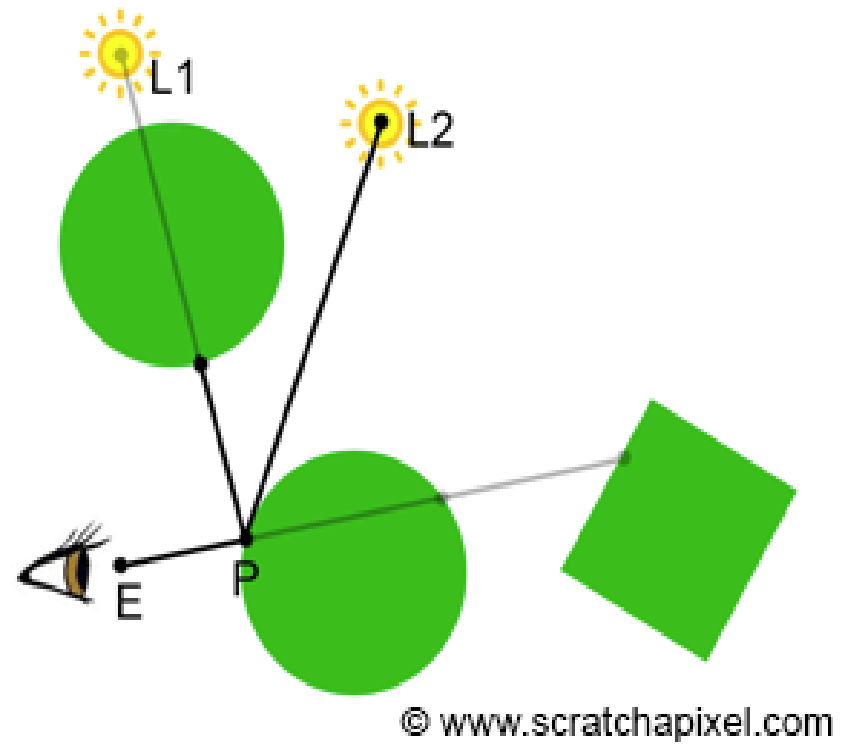
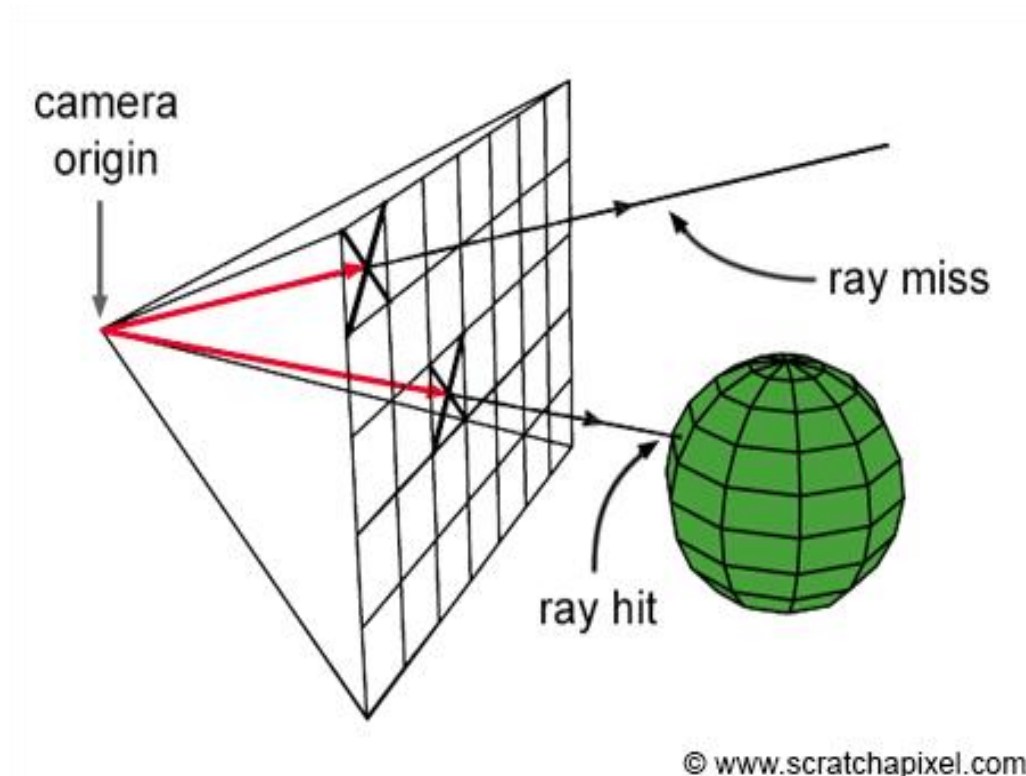


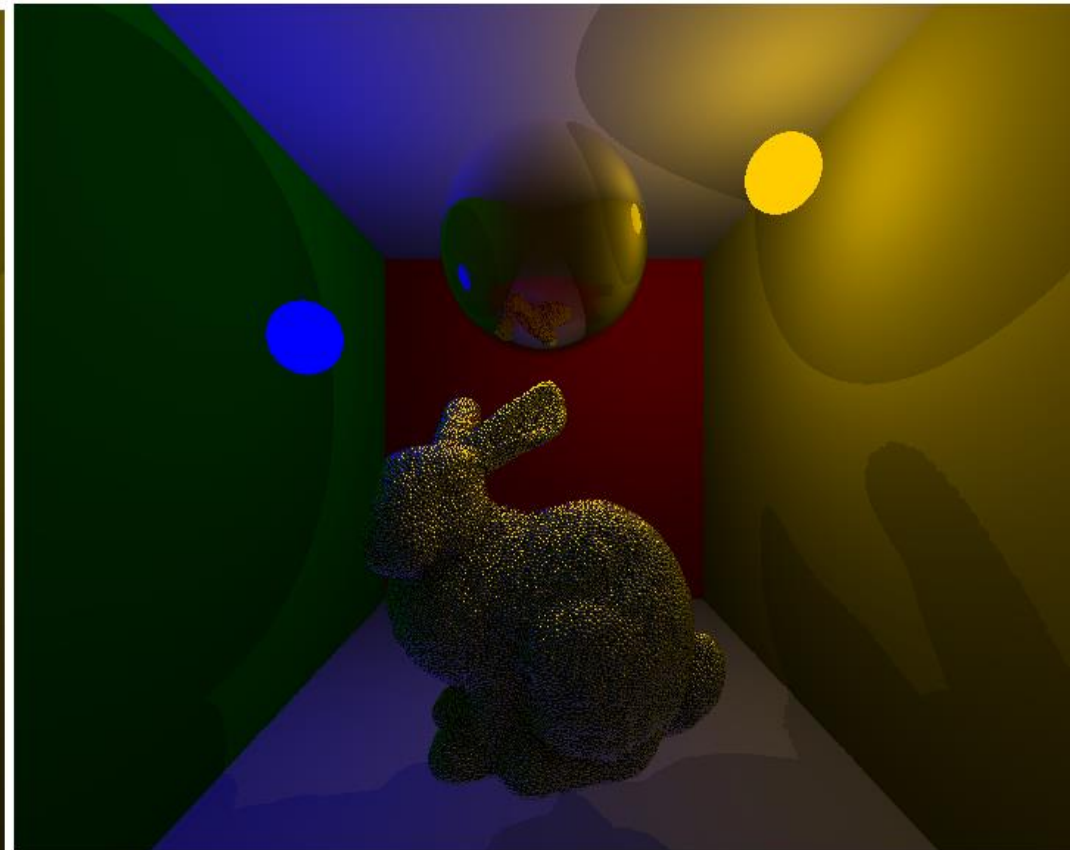
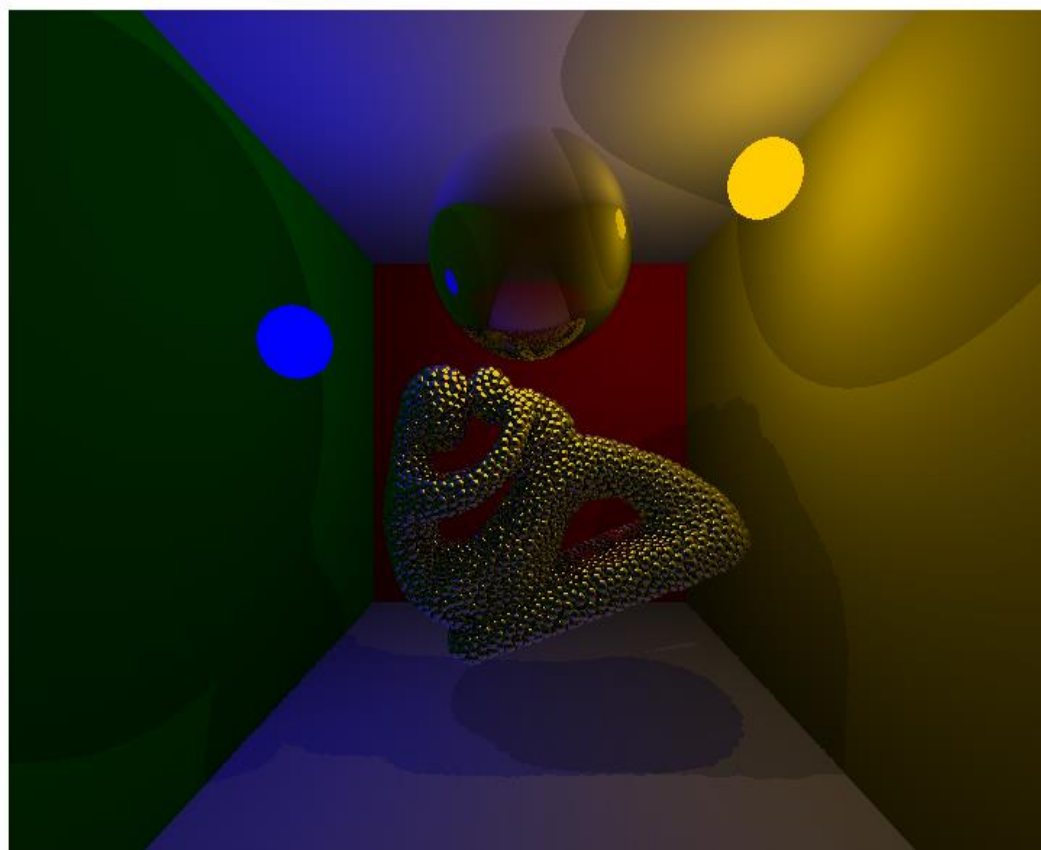
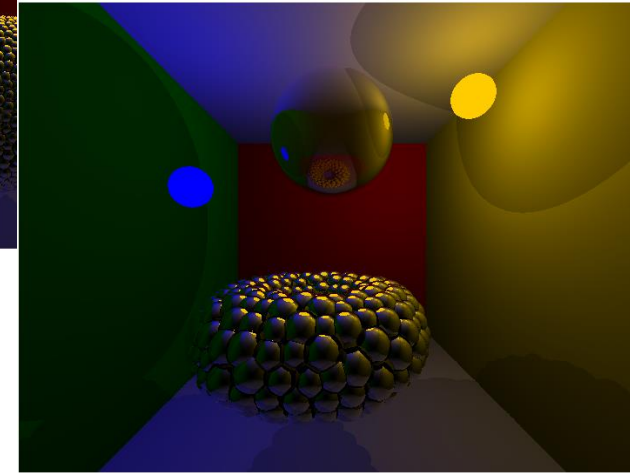
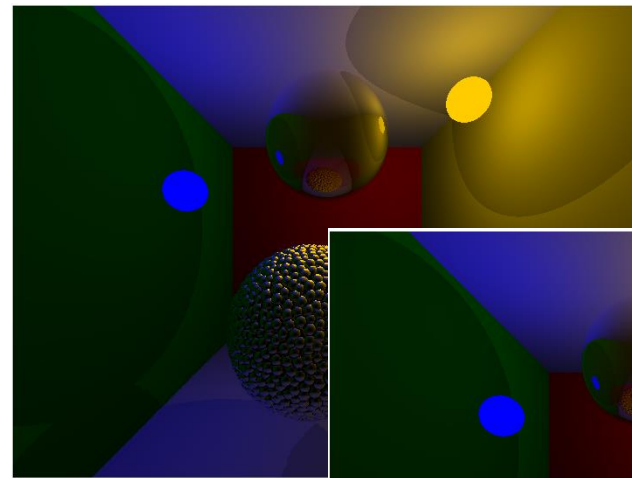
**Please put
us first,
Thanks :)**

Ray Tracing Through The Graphics Pipeline - GLSL



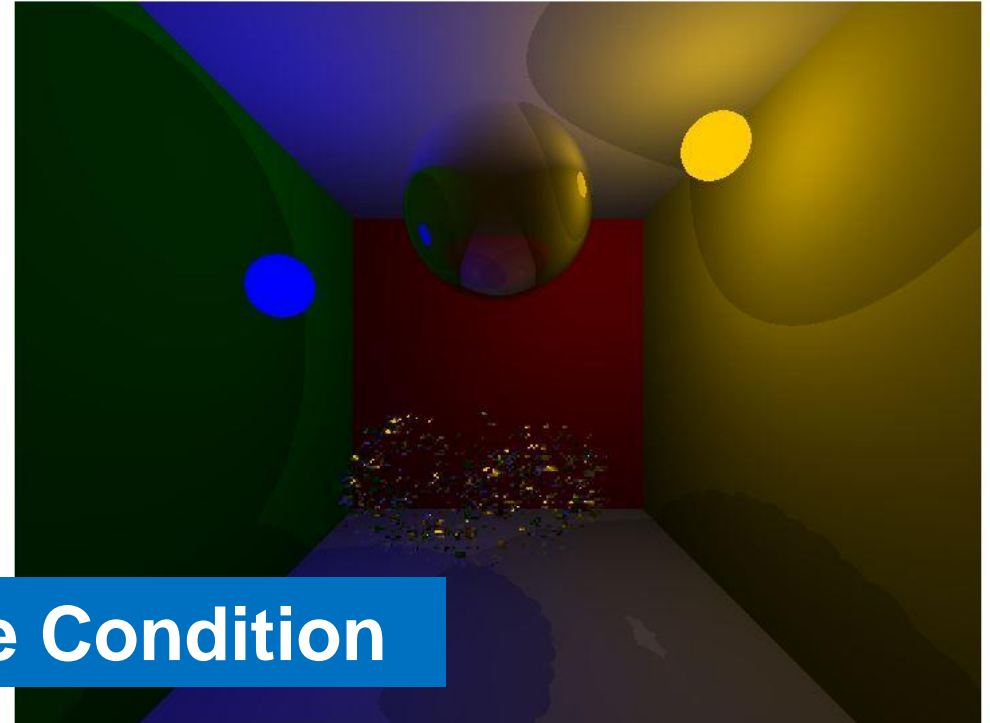
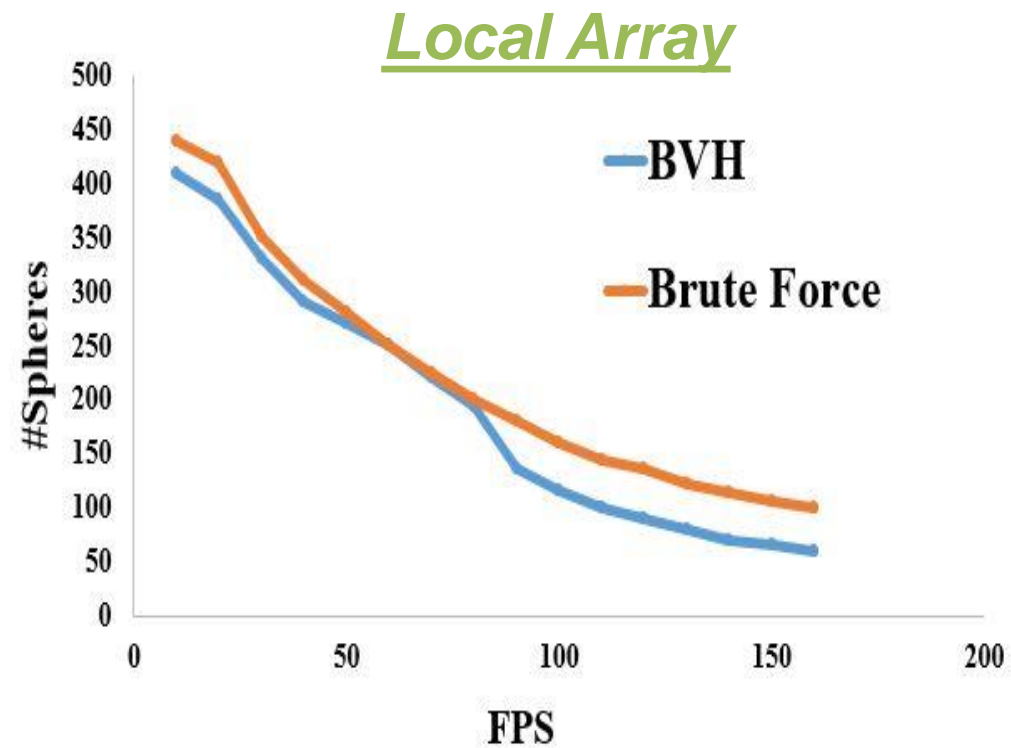
Implementation:

- Static scenes + spheres
- Limit the recursion depth
- Brute force
- Memory: Uniform (x) Vs. SSBO ($\sqrt{}$)



BVH Acceleration:

- Stack-based traversal
- Where/How to keep the stack?



SSBO: Race Condition