

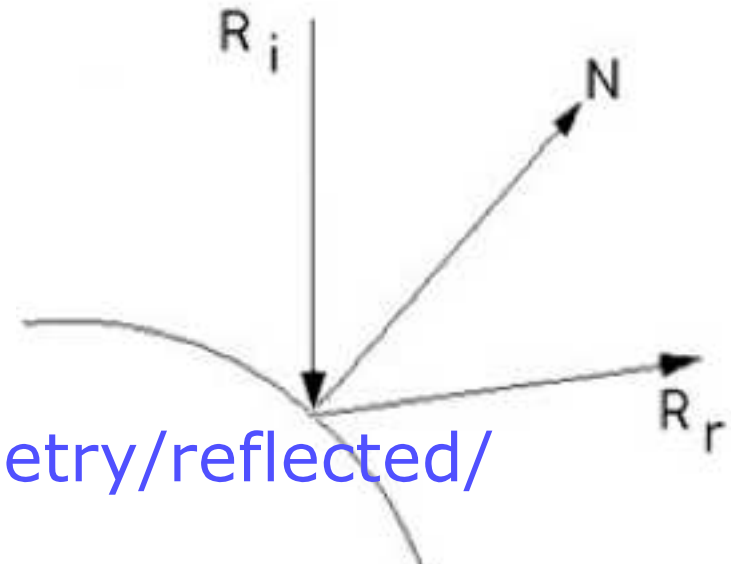
Vector of Reflection

Calculating the vector of Reflection (R_r)

Is slightly more complicated than you might think !

It can be calculated using the following equation:

$$R_r = R_i - 2 N (R_i \cdot N)$$



For the derivation, see:

<http://paulbourke.net/geometry/reflected/>