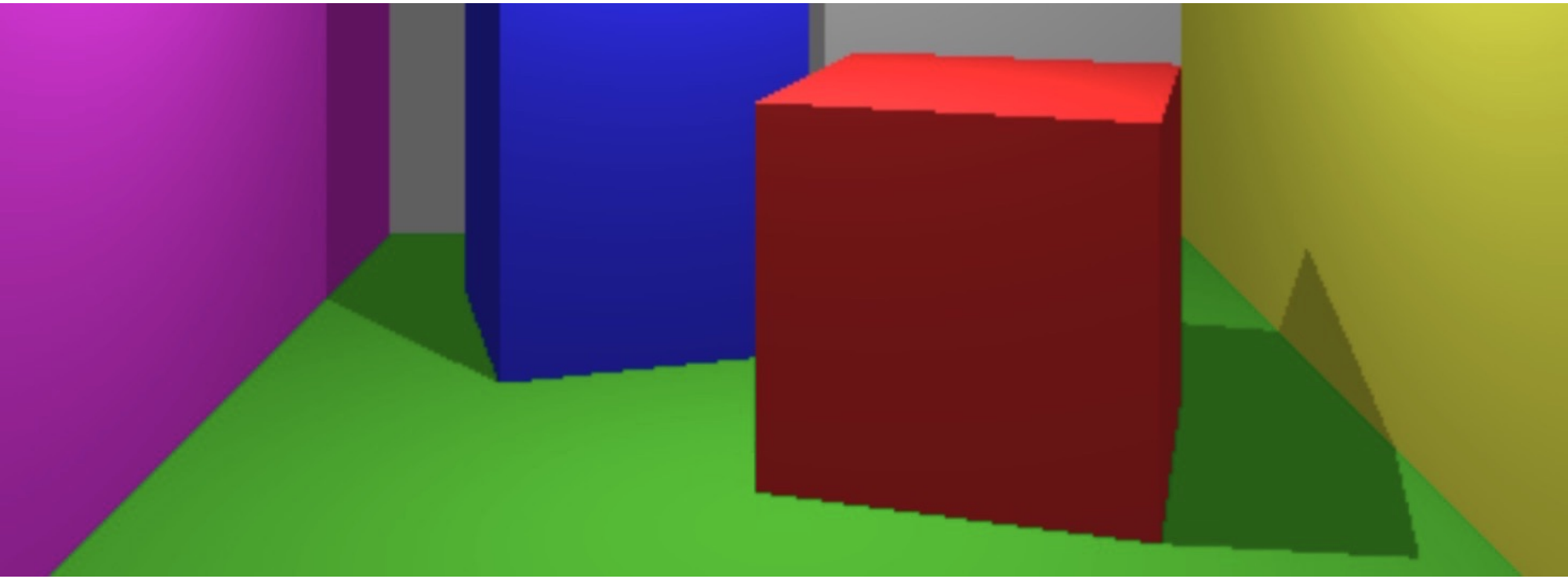
Shadows

With light comes shadow !

But how on earth do we compute this ?

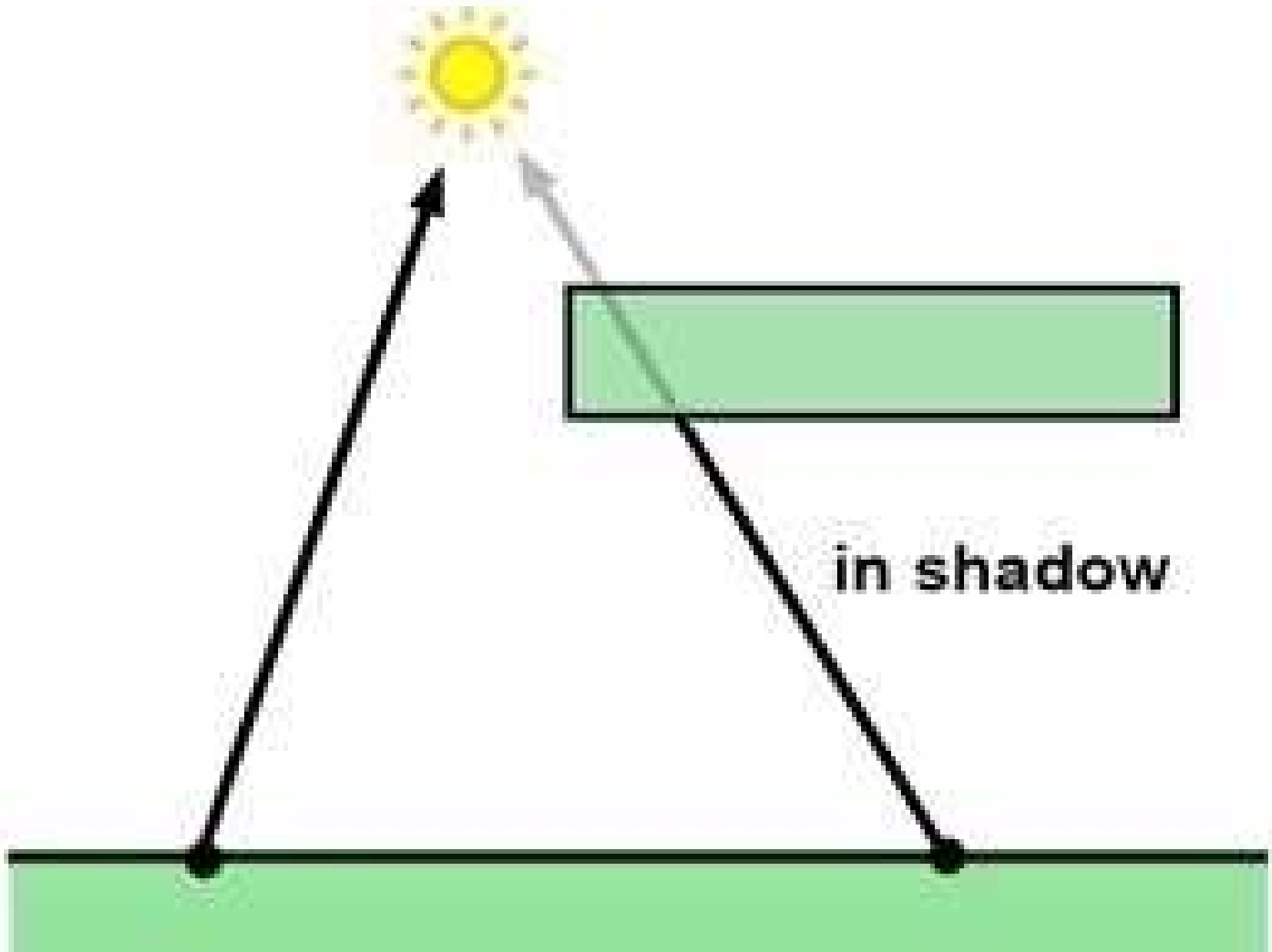


Can the surface see the light ?

We've already used raytracing to determine
the visibility of triangles from the camera

We can use the same technique to check if
a surface can "see" the light

We fire a "shadow ray" from surface towards light
If it hits a triangle before reaching the light
the surface must be in shadow...


in shadow