

```
3) function raymarch(ro, rd) {  
    // ro = eye position E  
    // rd = pixel position P (on view window)  
  
    // Calculate ray direction:  $D = P - E$   
    let rayDir = vec3.create();  
    vec3.subtract(rayDir, rd, ro);  
    // rayDir now contains the direction from eye to pixel  
}
```