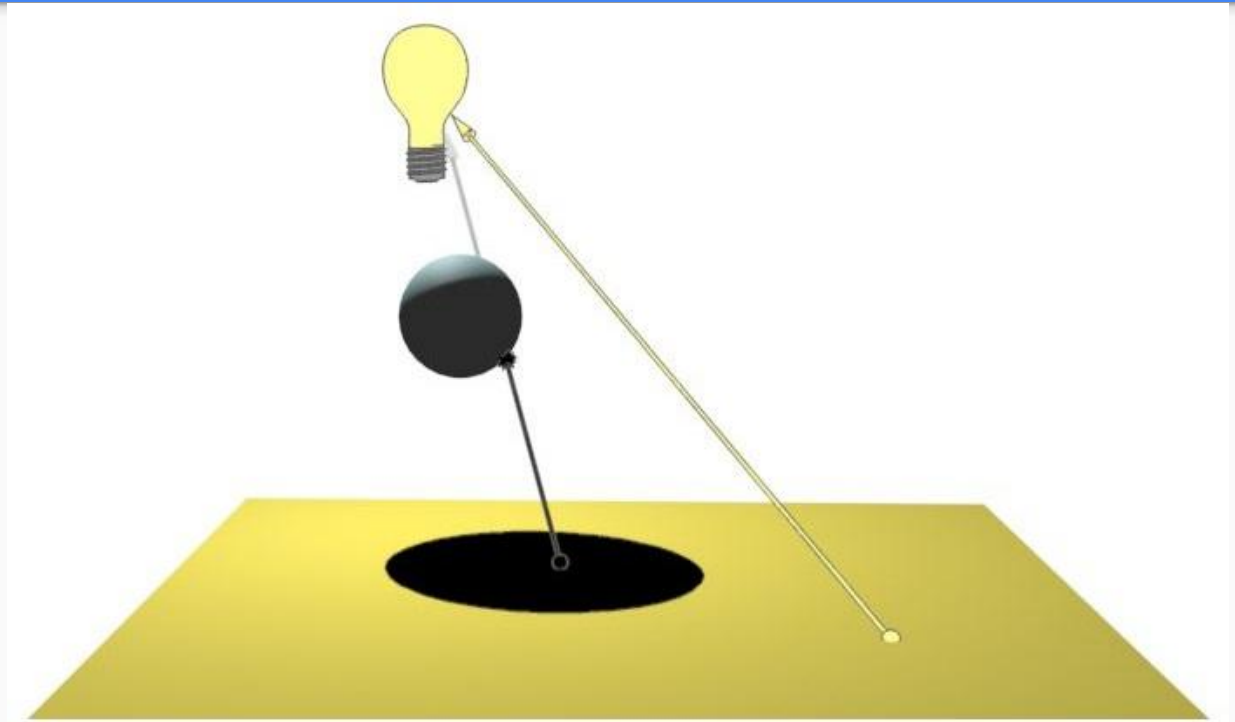
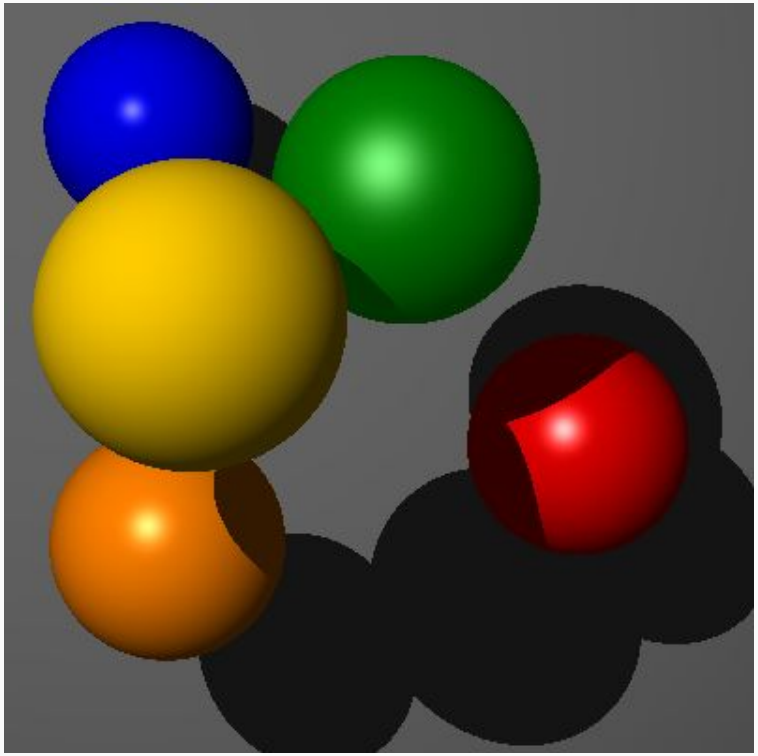
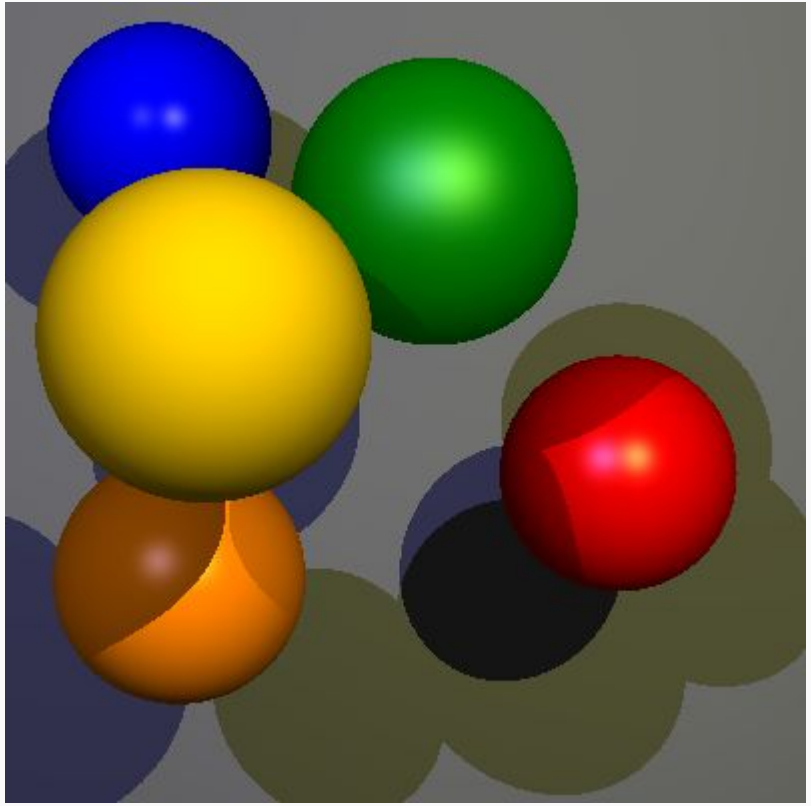
Raytracer 2

Daniël Haitink and Robin Entjes

shadows



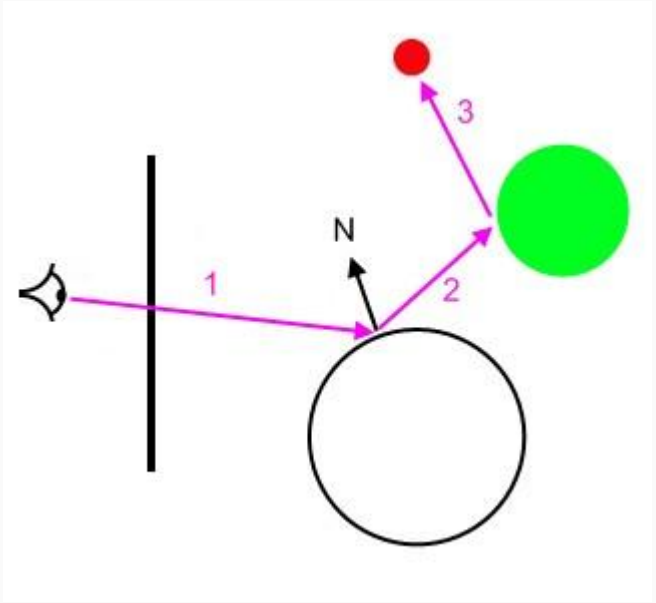


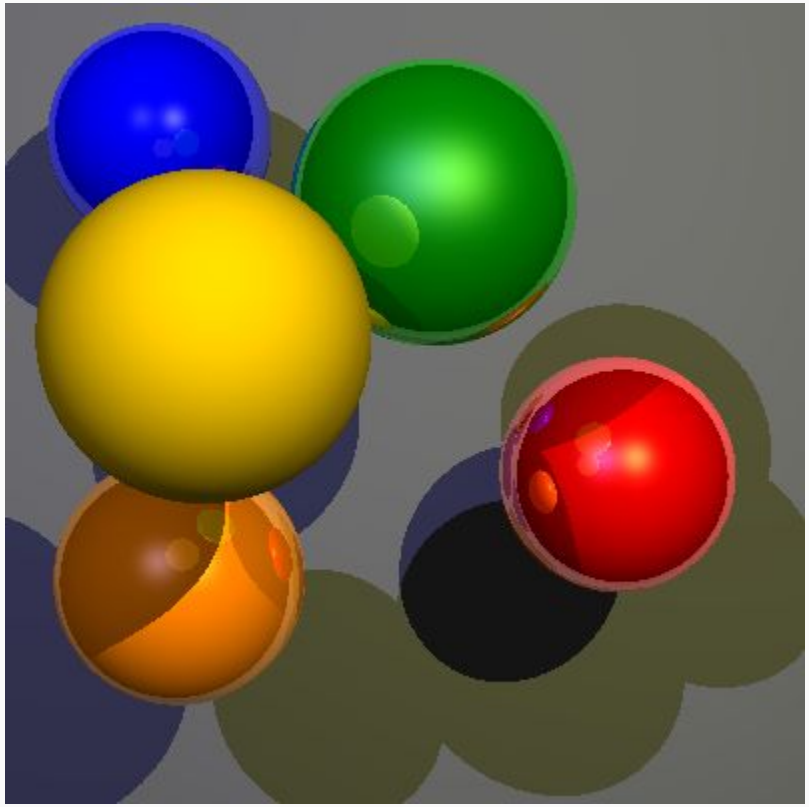


Reflections

recursive using the View reflection

add returned color to color of pixel



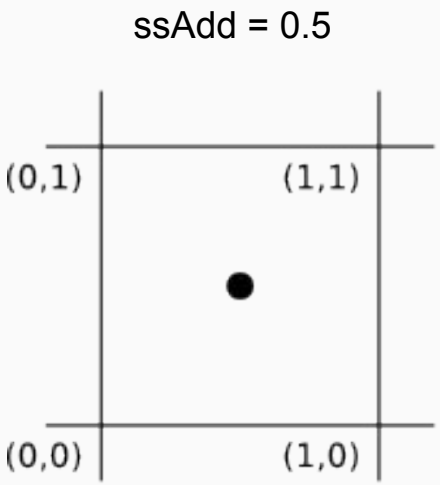


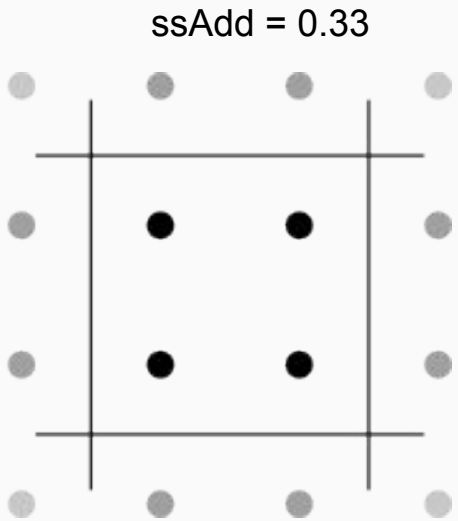
added reflections

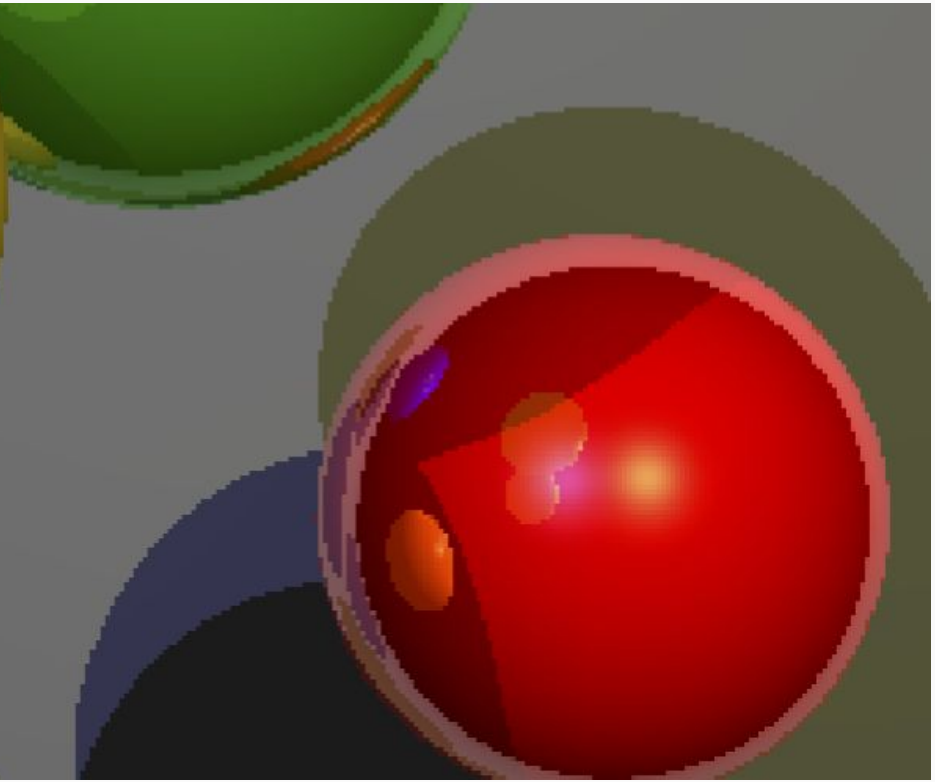
SuperSampling

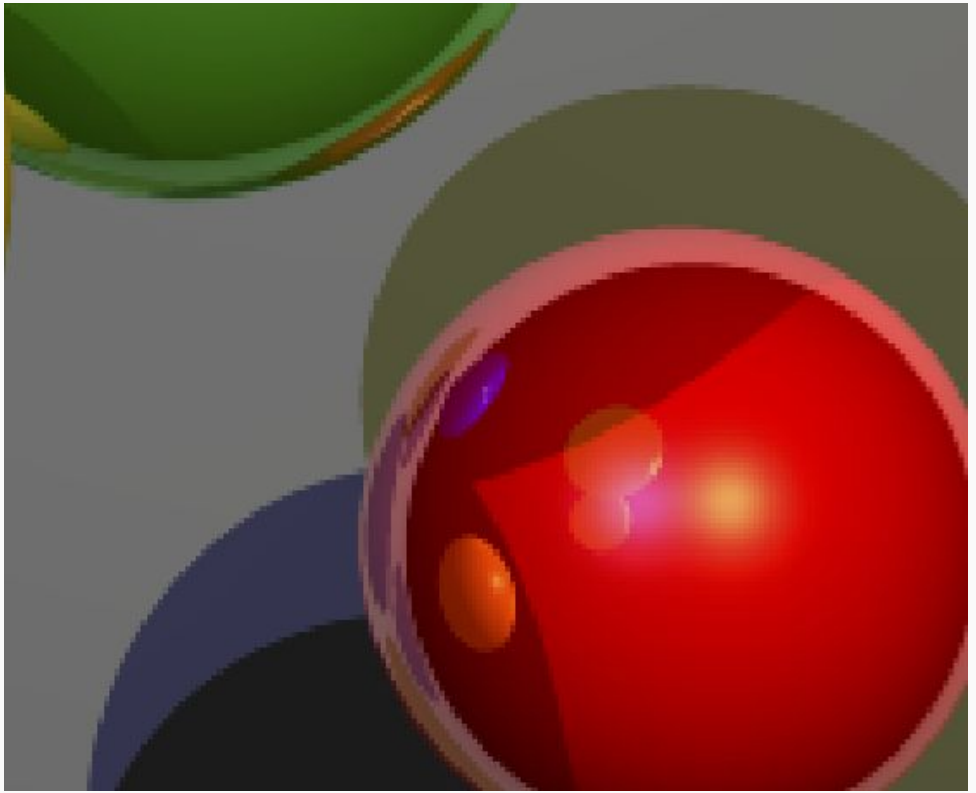
ssAdd = 1/(supersampling+1)

add ssx * ssAdd and ssy*ssAdd



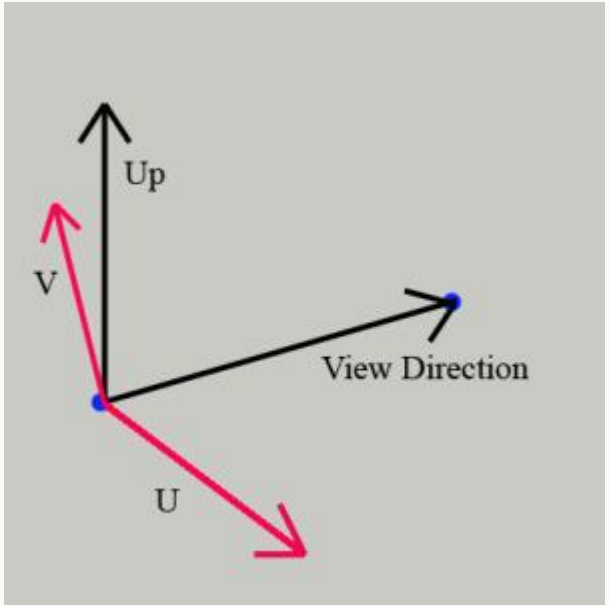


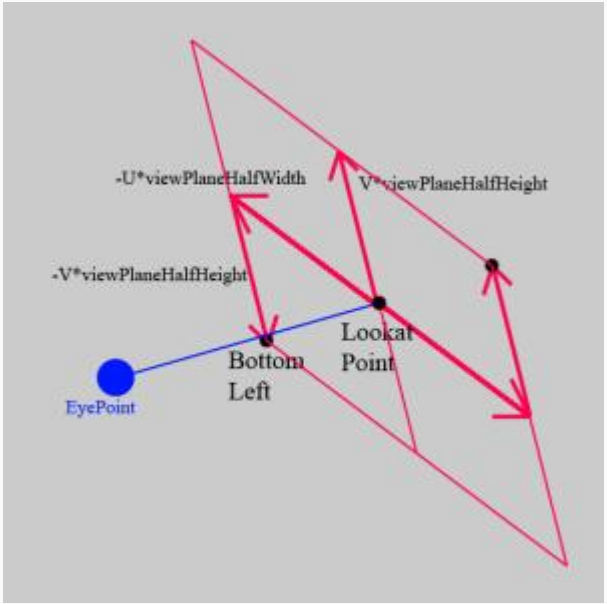
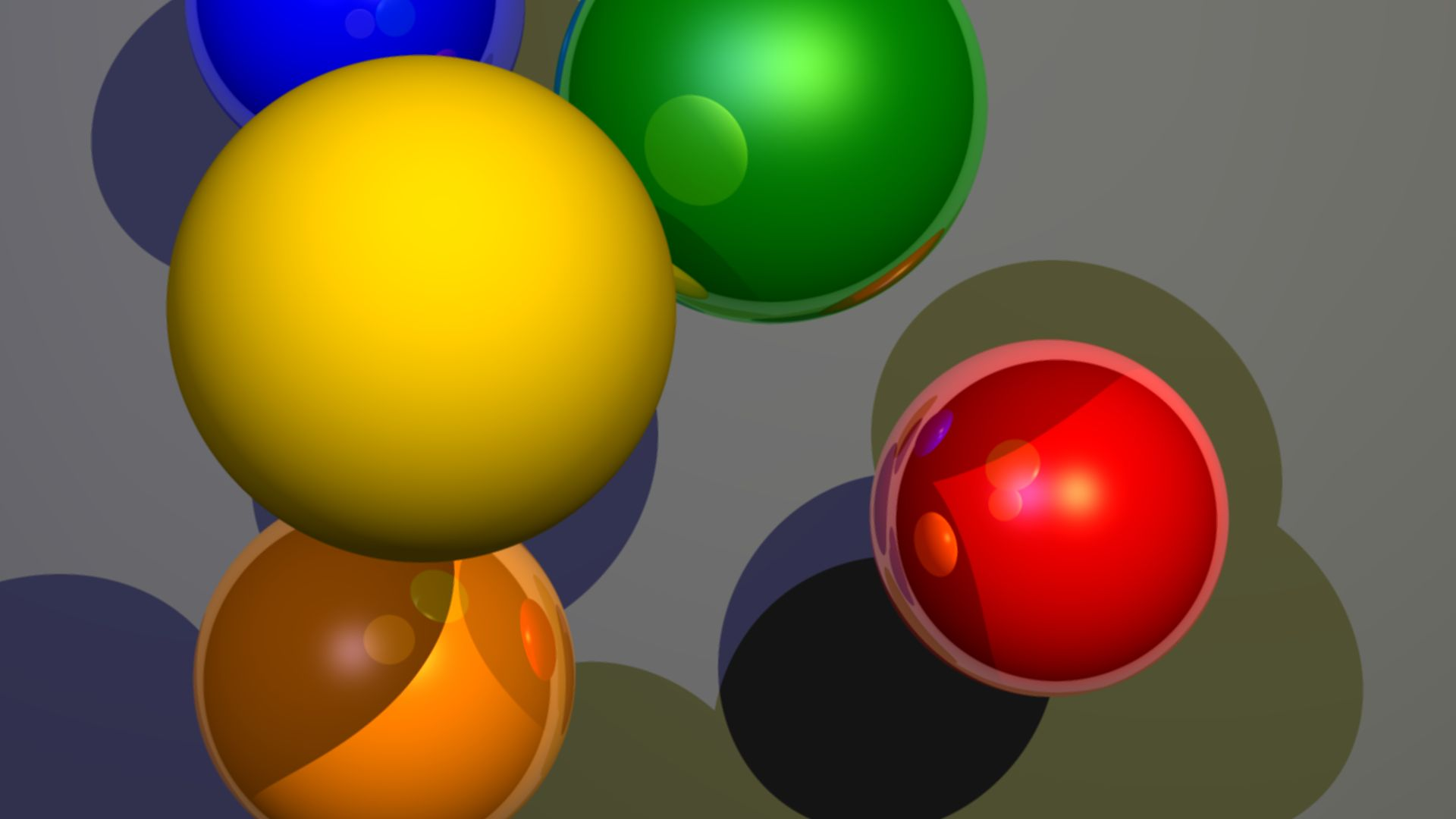




Left without SS, right with

Camera


Up
V
View Direction
U


-U*viewPlaneHalfWidth
V*viewPlaneHalfHeight
-V*viewPlaneHalfHeight
Lookat
Point
Bottom
Left
EyePoint