

DH 2323 - Project Specification

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1. GPU raytracing
- 2.
3. implement intersection tests for other graphical primitives
4. preprocessing with oct-trees
5. approximate real-time rendering as much as possible

References

- [1] Doug Baldwin and Michael Weber, Fast Ray-Triangle Intersections by Coordinate Transformation, *Journal of Computer Graphics Techniques* (JCGT), vol. 5, no. 3, 39-49, 2016
<http://jcgt.org/published/0005/03/03/>