I've included build functions for all the ray traced images except Figure 29.24, which I'm still working on.

JPEG and ppm versions of the image in Figure 29.8 are in the Textures download. These are called SphereGrid.jpg and SphereGrid.ppm respectively.

Ray traced images of the sphere in Figure 29.9 (without the axes) are in the Chapter 29 Ray Traced Images directory.

Because the Earth images in Figures 29.12, 29.13, and 29.19 are rather dull, I've re-rendered these with the image used in Figure 29.2. This has a brighter cyan colored ocean. The PPM and JPEG versions of this image are in textures download, which also contains a high resolution version at 2024x1024 pixels, and a version with clouds. These images are courtesy of James Hastings-Trew. See http://planetpixelemporium.com/planets.html. The Earth image is an old version that's no longer available on this website. I like it more than the current image because you can see the Amazon river, it has a lot of snow, and Mount Fuji shows up in a few of pixels.

The texture files download contains all the texture images used in this chapter in PPM format, and most of them in JPEG format.