

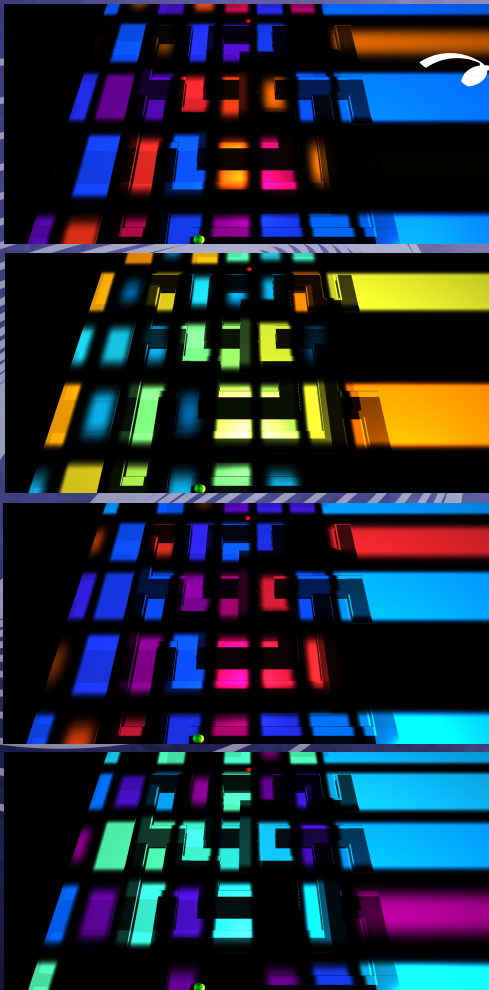
Introduction

"MAZE Tracing" is a Shadertoy GLSL fragment shader that implements the Whitted Ray Tracing algorithm. More precisely, it's a maze game implemented by ray-tracing technique and every pixel in every frame is drawn by synthetic rays, bringing you a vivid visual effect.

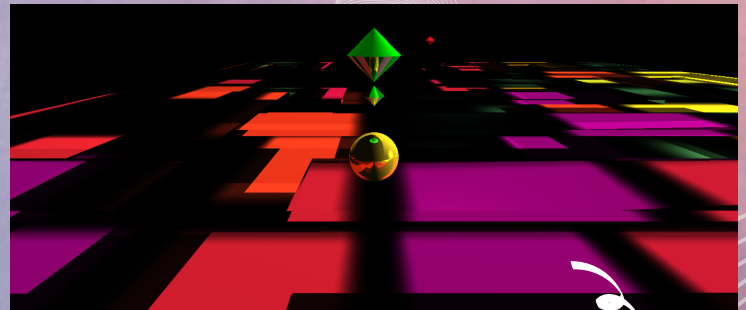
The scene is a floating maze consisting of glassy planes, a golden ball and several animated cones for guidance. We use mouse and keyboard to achieve interactivity. Players can control the movement of golden ball by keyboard. A trackball camera is implemented so player can adjust the angle of view by mouse move.

Your job is to move the golden ball and find the way to designated position. Once you get there, there'll be a fancy video played as reward. Come and play Maze Tracing! Enjoy a maze game in ray tracing!

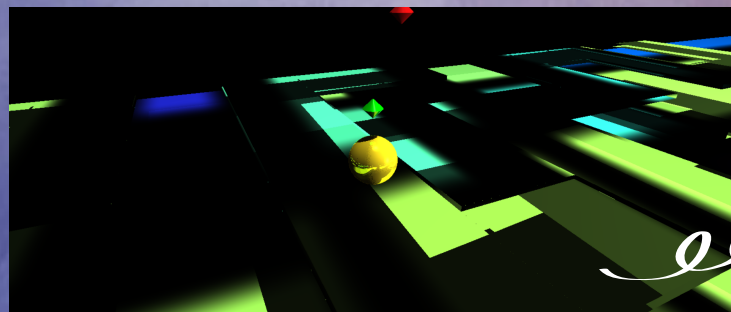
Example Results



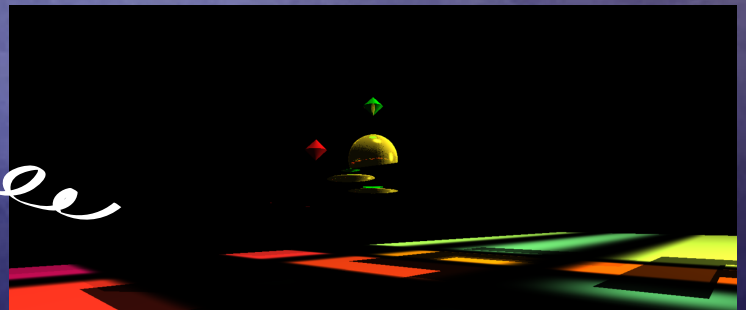
MAZE map



main scene



refraction



See live demo at
<https://www.shadertoy.com/view/wlsXzX>

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