

Ray Tracer

Optimization

Interface

Reduce number of call of DLL functions

Use traceRect instead of tracePoint

Python

OpenCV

Store Image

Image Comparsion

CPP

CUDA

Scheduler

Shader

Complex Shader Network

Use backtracking

Hashing or other method to prevent repeated work

Texture

Normal

Bump

Perlin

Scatter

Volume

SceneObject

Htable

Rectangle

AABB

Light

Sample

Cornell Box