

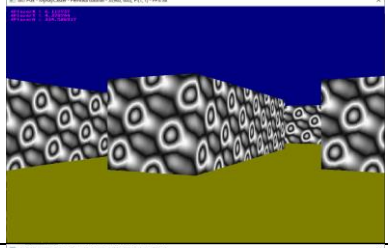


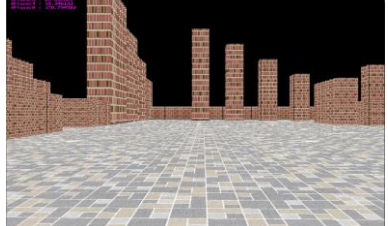
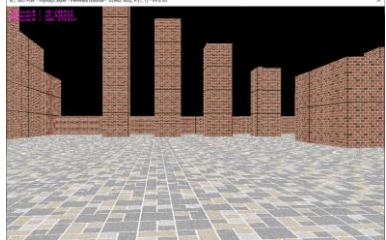

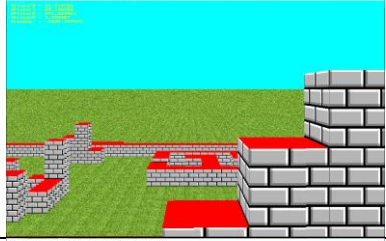
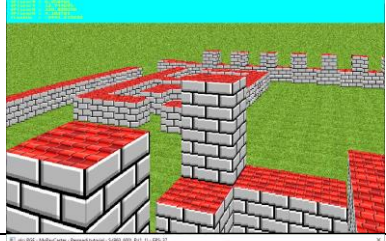


Raycasting implementations – Permadi tutorial

Joseph21, April 4, 2022

All source files on: <https://github.com/Joseph21-6147/Raycasting-tutorial-series.git>

Nr	Permadi tutorial	Source file name	Subject	Preview
1	Parts 03-09 (&15)	main - part 09a (plain rendering, hor. motion, naive distance finding).cpp	Non-textured rendering, horizontal motion, naive distance finding	
2	Parts 03-09 (&15)	main - part 09b (plain rendering, hor. motion, DDA algo).cpp	DDA implementation (instead of naive distance finding)	
3	Part 10	main - part 10 (textured walls).cpp	Added: Wall texturing	
4	Parts 11-12	main - part 12 (textured floor).cpp	Added: Floor texturing	
5	Part 13	main - part 13 (textured ceiling).cpp	Added: Ceiling texturing	
6	Part 14a	main - part 14a (variable height walls).cpp	Added: Variable height walls	

Nr	Permadi tutorial	Source file name	Subject	Preview
7	Part 14b	main - part 14b (variable height walls - improved texturing).cpp	Added: Improved wall texturing for variable height walls	
8	Part 16	main - part 16 (vertical motion - looking up and down).cpp	Added: Effect to simulate looking up or down	
9	Part 17a	main - part 17a (flying and crouching).cpp	Added: Code for flying and crouching of player, in combination with variable height walls.	
10	Part 17b	main - part 17b (textured roofs, optional mouse control).cpp	Added: Roof texturing and optional mouse control	
11	Part 19	main - part 19 (shading - night effect).cpp	Added: Simple form of distance shading	