**Raycasting implementations – Permadi tutorial**

*All sources on:* [*https://github.com/Joseph21-6147/Raycasting-tutorial-series.git*](https://github.com/Joseph21-6147/Raycasting-tutorial-series.git)

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| **Nr** | **Permadi tutorial** | **File name** | **Subject** | **Preview** |
| 1 | Parts 03-09 (&15) | main - part 09a (plain rendering, hor. motion, naive distance finding algo).cpp | Non-textured rendering, horizontal motion, naïve distance finding |  |
| 2 | Parts 03-09 (&15) | main - part 09b (plain rendering, hor. motion, DDA algo).cpp | DDA implementation (instead of naïve 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 |  |
| 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 |  |