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Low-Level Programming  Staffordshire University

Ray Tracer Optimization Documentation

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**Ray Tracer Optimization**

# **Introduction**

For the assignment, the task was to optimize an inefficient ray tracer framework for not only faster execution speed. In addition to this, the structure of the framework has been changed to increase ease of use and readability for users. This report illustrates the alterations to the code made to reach these objectives and displays tabulated data comparing the speeds of the original and improved ray tracer.

# **Optimizations**

## **Use of C++ Standard Library – Chrono**

To

## **Memory Management**

## **Framework**

### **Ray Tracer Class**

### **Renderer Class**

### **Animation Classes**