**My journey undertaking The Ray Tracer Challenge**

Introduction:

This document is a day-by-day journal of my success and my fails while following the book ‘The Ray Tracer Challenge – A Test-Driven Guide to Your First 3D Renderer’ written by Jamis Buck.

I have a passion for 3D rendering and the process of creating photorealistic images with computers using only mathematics has always fascinated me, I wish to one day get a job at Google and believe that building a Ray Tracer is the perfect project to be able to put on my Resume as it is complex but also visual.

This book aims to guide you on how to build your own recursive ray tracing software in any OOP programming language of your choice using test-first style and perform Unit tests along the way. The book ususes pseudocode and it is up to the reader to decide how they will implement each component and how they will run their tests.

Aim:

My aim after completing this book is to have a fully functional ray tracer written in C++ that can render images in the PPM image format at any resolution.

I aim to build this ray tracer in C++ as a static C++ library and use it in an executable application as I wish to further my C++ knowledge and because I want to eventually integrate this renderer into Autodesk Maya as a Maya Plug-in (.dll) so that I can export a Maya 3D scene to my custom renderer and send that rendered image back to Maya for Maya to display in a UI window. Maya’s API is written in C++ so writing my renderer in C++ means bridging my renderer exe with Maya.exe will be much simpler.

Tools:

Visual Studio 15 2017 with C++17

Git for version control management and for tracking code changes over time.

GoogleTest for performing Unit tests. <https://github.com/google/googletest>

Google C++ Style Guide. <https://google.github.io/styleguide/cppguide.html#C++_Version>

Photoshop 2021 for viewing the PPM image format.

Journal:

Day 1 - 23/2/21:

I installed all required C++ VS 2017 Tools that I needed such as GoogleTest, Desktop development with C++ and Git Bash on both my laptop and desktop and setup a GitHub Repository and linked that repository with Git Bash.