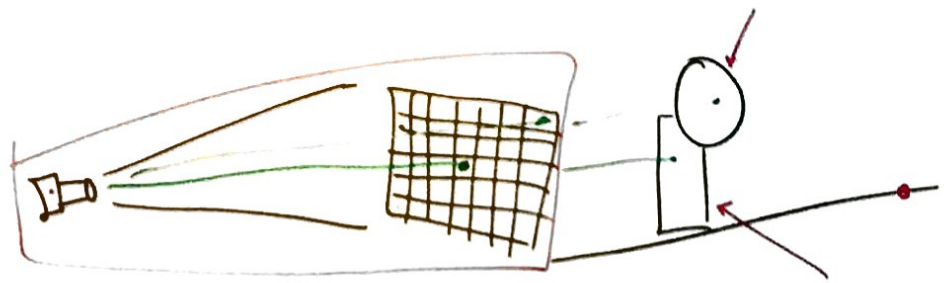
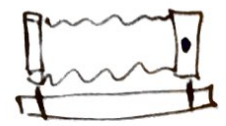


Objekter



Lys
styrke
punkt
fane

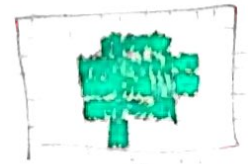
Kamera
viewport
punkt
retning (x,y,z)
vinkelstor

Kugle
radius
farve
punkt

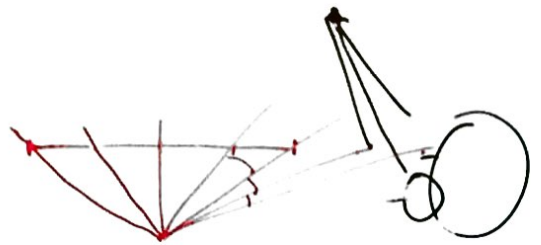
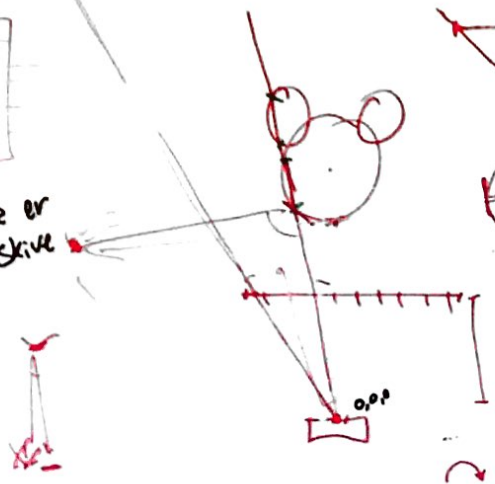
Punkt
x
y
z
afstand

kube
str
normal

intersection
vinkel
afstand
bit plane



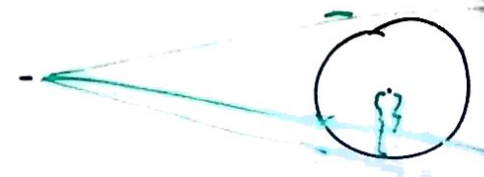
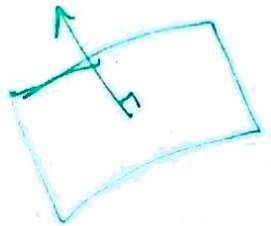
Dette er en skive



intersect. ()

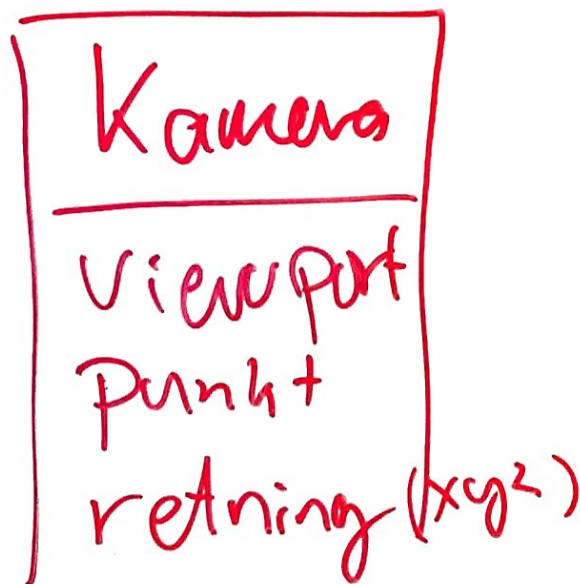
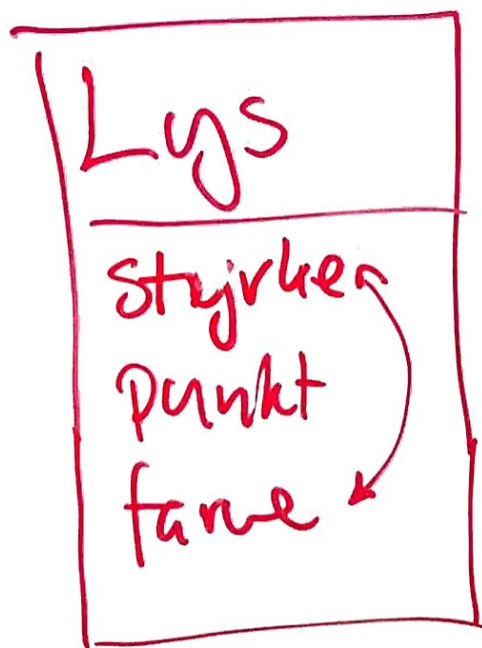
Afstand
 $\sqrt{x^2 + y^2 + z^2}$

Vinkel til kamera
v — lys } vinkel til kamera / lys

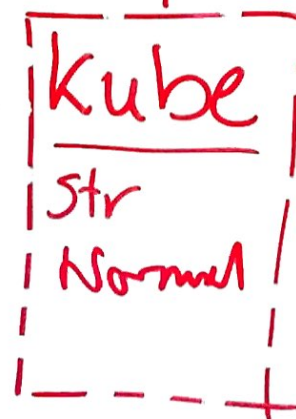
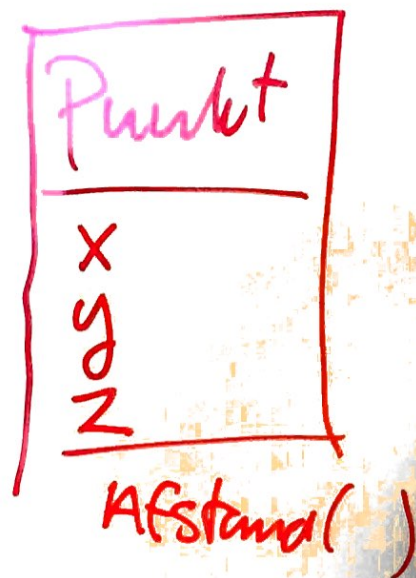
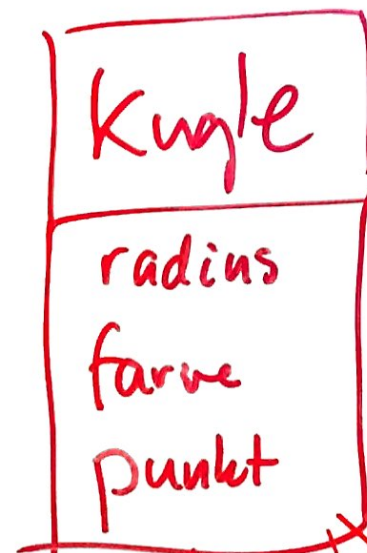


$$c = x^2 + y^2$$

Objekter

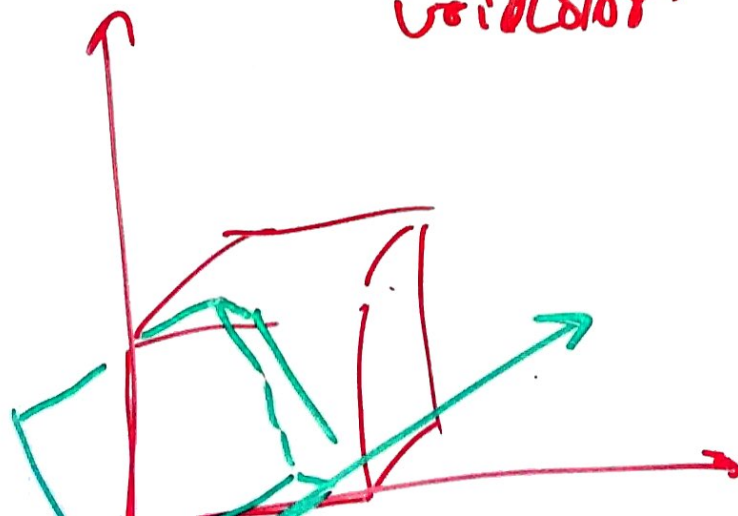


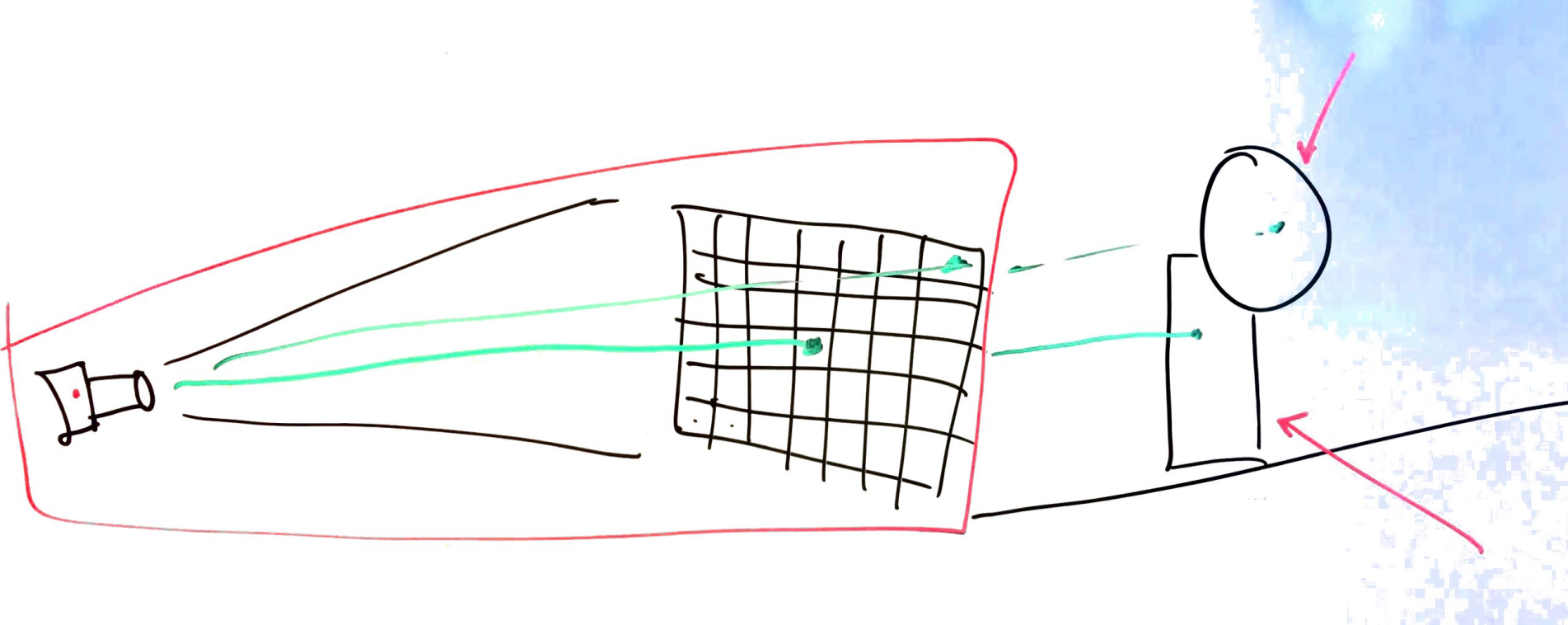
void Color

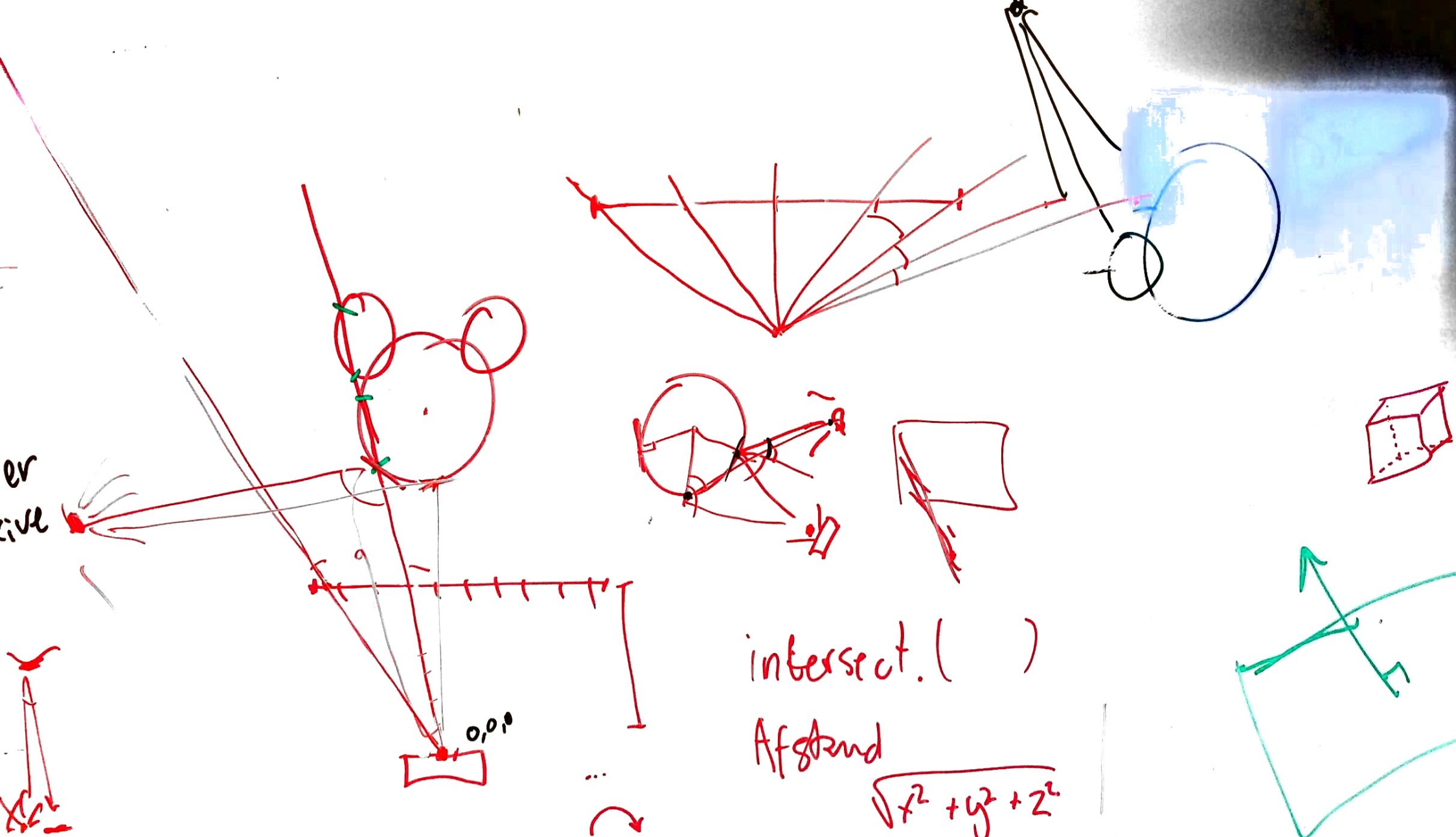


intersect(line)

Vinkel - i
Overfled -
611 - Punkt(P, ray)







intersect. ()

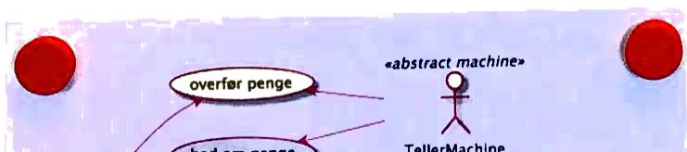
Afstand

$$\sqrt{x^2 + y^2 + z^2}$$

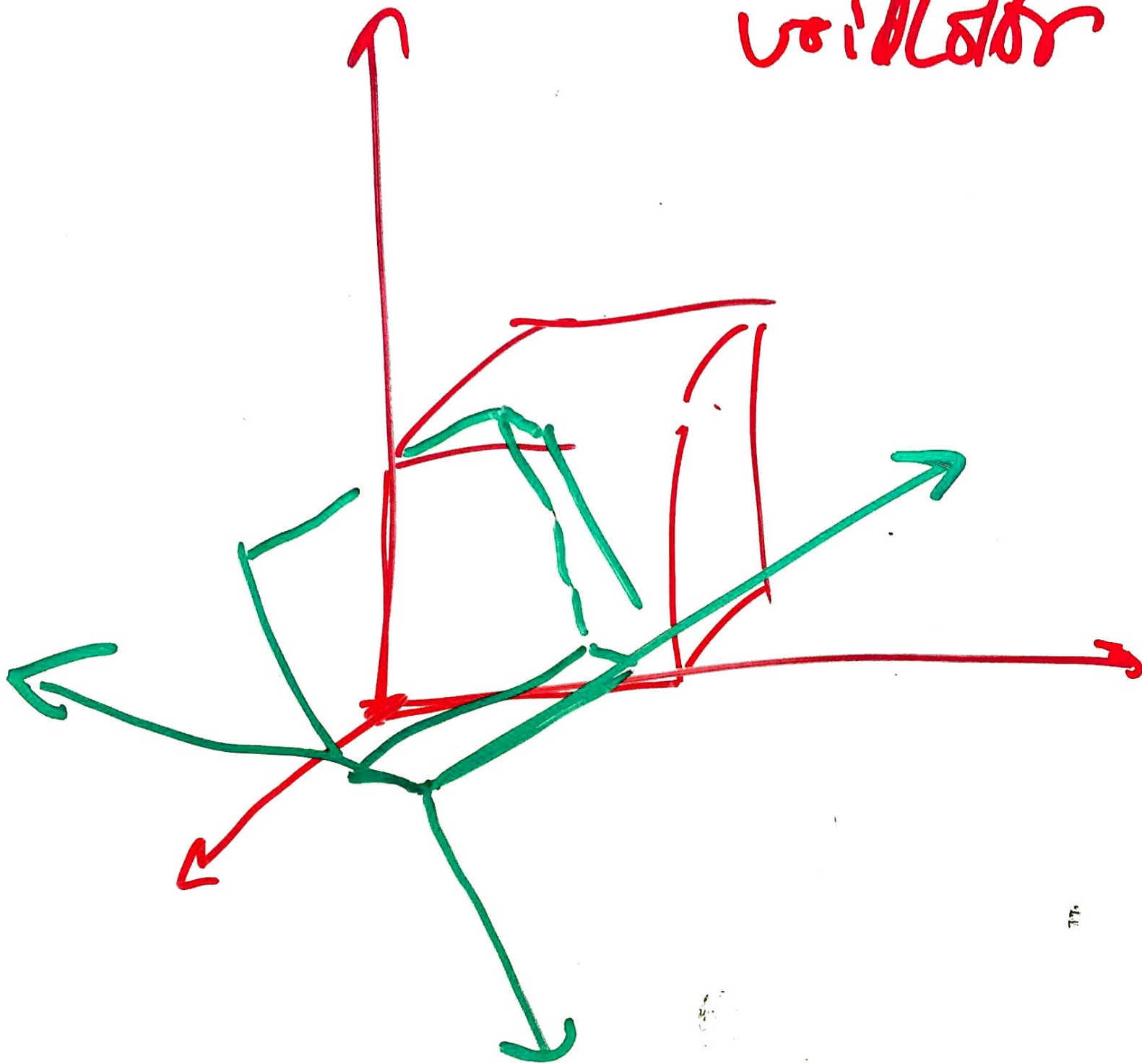
Vinkel til kamera

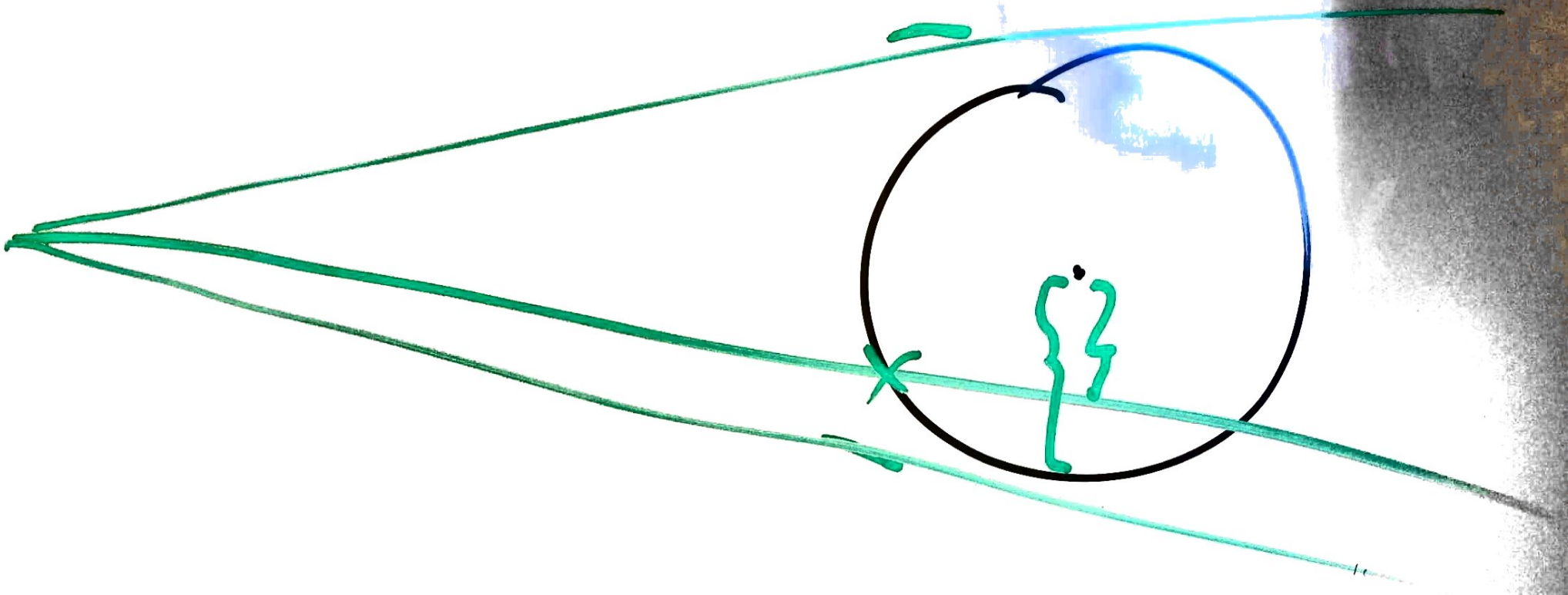
v — lys

vinkel m/ kamera /

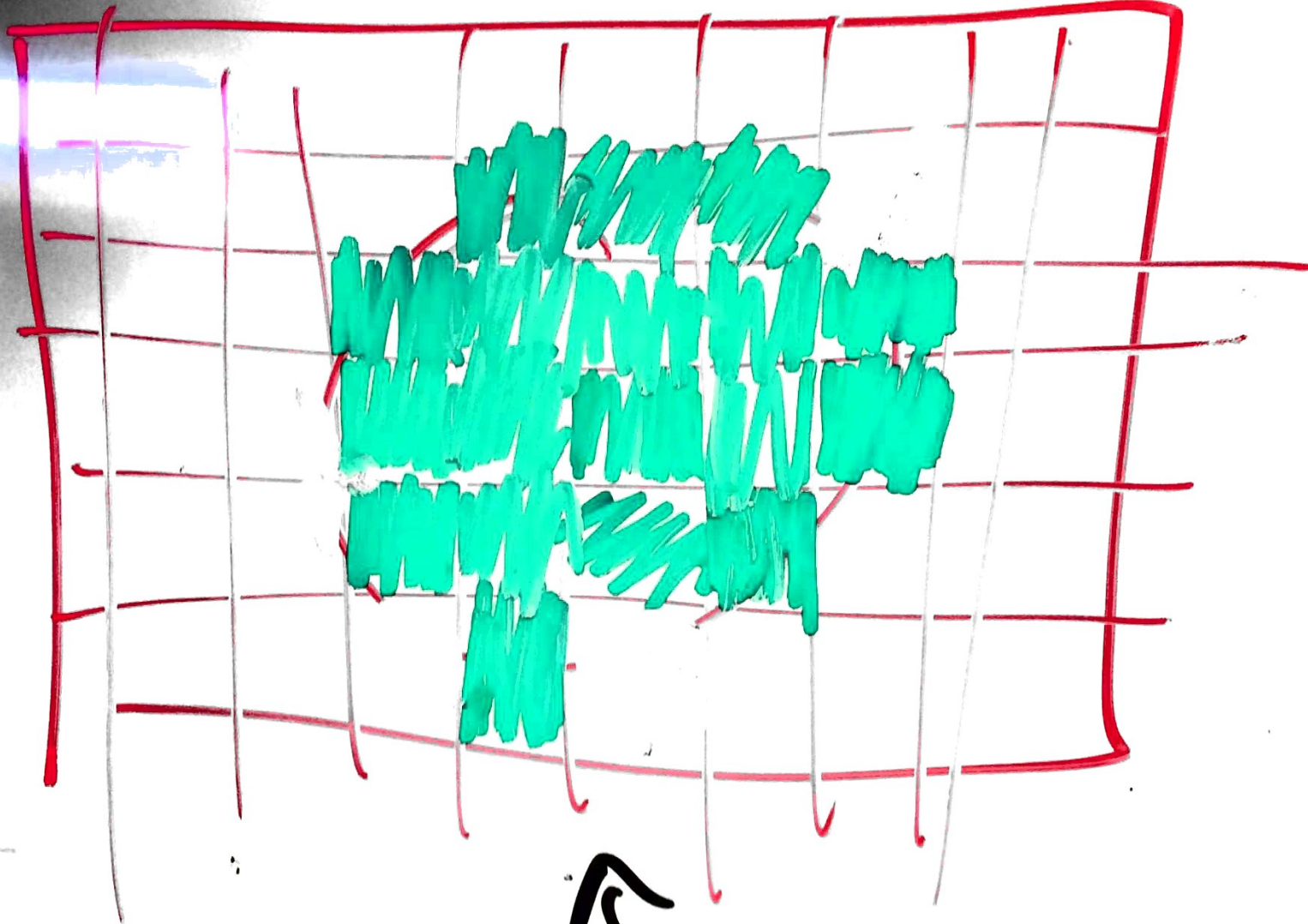


void Color





$$C = x^2 + y^2$$



↖ Dette er
en skive