Midterm Resources

- Cook et al 1984 Distributed ray tracing
- Cook and Torrance 1982 A Reflectance Model for Computer Graphics
- John C. Hart 1996 Sphere tracing: a geometric method for the antialiased ray tracing of implicit surfaces
- Heckbert 1990 Adaptive Radiosity Textures for Bidirectional Ray Tracing
- Heitz 2014 Understanding the Masking-Shadowing Function in Microfacet-Based BRDFs
- Hosek & Wilkie 2012 An analytic model for full spectral sky-dome radiance
- Jarosz et al 2008 Radiance Caching for Participating Media
- Kajiya 1986 The Rendering Equation
- Whitted 1980 An Improved Illumination Model for Shaded Display