

Ray Tracing

CS 481/681 Computer Graphics Rendering

University of Alaska Fairbanks

Ray Tracing

- Essential Ray Tracing Algorithms
- Ray-Surface Intersection Algorithms
- Surface Physics
- Realtime Ray Tracing

Overview

- Item 1
- Item 2

Ray Tracing Shaders

```
latex {cmd=true hide=true} \documentclass{standalone} \usepackage{tikz}
\usetikzlibrary{matrix} \begin{document} \begin{tikzpicture}
\matrix (m) [matrix of math nodes,row sep=3em,column sep=4em,minimum
width=2em] {
F & B \\
& A \\
}; \path[-stealth]
(m-1-1) edge node [above] {$\beta$} (m-1-2) (m-1-2) edge node
[right] {$\rho$} (m-2-2) (m-1-1) edge node [left] {$\alpha$}
(m-2-2); \end{tikzpicture} \end{document}
```

Hybrid Topics

- Signed Distance Functions