

Handwritten notes on computer graphics, including ray-tracing, visibility algorithms, and geometric calculations. The notes are organized into sections with diagrams and equations.

Ray-Tracing (Ray Tracing):

- Intersection tests: $I = I_{\text{refr}} + I_{\text{refl}}(L, V) + I_{\text{refl}}(R, V)$
- Intersection tests: $I = I_{\text{refr}} + I_{\text{refl}}(L, V) + I_{\text{refl}}(R, V)$
- Intersection tests: $I = I_{\text{refr}} + I_{\text{refl}}(L, V) + I_{\text{refl}}(R, V)$

Visibility Algorithms:

- Intersection tests: $I = I_{\text{refr}} + I_{\text{refl}}(L, V) + I_{\text{refl}}(R, V)$
- Intersection tests: $I = I_{\text{refr}} + I_{\text{refl}}(L, V) + I_{\text{refl}}(R, V)$
- Intersection tests: $I = I_{\text{refr}} + I_{\text{refl}}(L, V) + I_{\text{refl}}(R, V)$

Geometric Calculations:

- Intersection tests: $I = I_{\text{refr}} + I_{\text{refl}}(L, V) + I_{\text{refl}}(R, V)$
- Intersection tests: $I = I_{\text{refr}} + I_{\text{refl}}(L, V) + I_{\text{refl}}(R, V)$
- Intersection tests: $I = I_{\text{refr}} + I_{\text{refl}}(L, V) + I_{\text{refl}}(R, V)$

Other Algorithms:

- Intersection tests: $I = I_{\text{refr}} + I_{\text{refl}}(L, V) + I_{\text{refl}}(R, V)$
- Intersection tests: $I = I_{\text{refr}} + I_{\text{refl}}(L, V) + I_{\text{refl}}(R, V)$
- Intersection tests: $I = I_{\text{refr}} + I_{\text{refl}}(L, V) + I_{\text{refl}}(R, V)$



