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#### Report Bachelorproeject

## A simple Raytracer

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**BSc.** Informatics

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## 1 Introduction

In this section I'm trying to motivate

#### 1.1 What is raytracing?

#### 1.2 Current state of the Art

## 2 Concepts

- 2.1 How to represent Images
- 2.2 Lighttransport
- 2.2.1 Rays
- 2.2.2 Intersecting Objects
- 2.2.3 Calculating light at intersections
- 2.2.4 Materials and lighteffects

# 3 Implementation

# 4 Analysis

# 5 Conslusion

## References

 $[1]\;$  K.A. Stroud and D.J. Booth. Engineering mathematics. Macmillan International Higher Education, 2013.

### A Appendix Chapter

#### A.1 Appendix section

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### B Another Appendix Chapter

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