

Ray Tracing

Team Array

Overview

Technique for calculating pixel color of image

- calculates effects of light rays

History

- 1968 - Arthur Appel developed first algorithm
- 1979 - Turner Whitted introduces reflection, refraction,

How it works

Algorithm Considerations

- Intersections
- Direction of rays
- Forward/backward ray tracing
- Recursion
- Color & shading
- Adaptive Depth Control
- Advanced Techniques

Conclusion

- Where to use
- Remember considerations
- Advantages & disadvantages