Ray Tracer pseudocode

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Create an **image plane**

Create a **viewpoint**

Move **viewpoint** in front of the **image plane**

Move the **viewpoint** back *//the more it is moved back, the further things appear.*

For each **pixel** in the **image plane**

Make **Color** variable

Cast a **forward ray** from the **viewpoint** through the **pixel position**

Use this [formula](https://drive.google.com/open?id=1qz0FNzlMj-LdBfIR_Dd30IZAJik9y1t_) to calculate **t.**

If (**t** == **t**)

**Color** is red

Else

Calculate **background color**

**Color** is **background color**

**Pixel** color is **color**

Render **image plane**