Ray Tracer pseudocode

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// Initialize

Create an **image plane** of **screensize**

// This means that a larger screen with more pixels will display more

Create a **viewpoint** at (0,0,0)

// This means that we can only view the scene from one position

Move **viewpoint z**

// The further away, the smaller the field of view

// Render loop

Time totalTime

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

Cast a **forward ray** from the **viewpoint** to the **pixel position - image plane size**

**//**

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

**Color** is red

Else

Calculate **background color**

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

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

Render **image plane**

\_\_LambientShading function\_\_