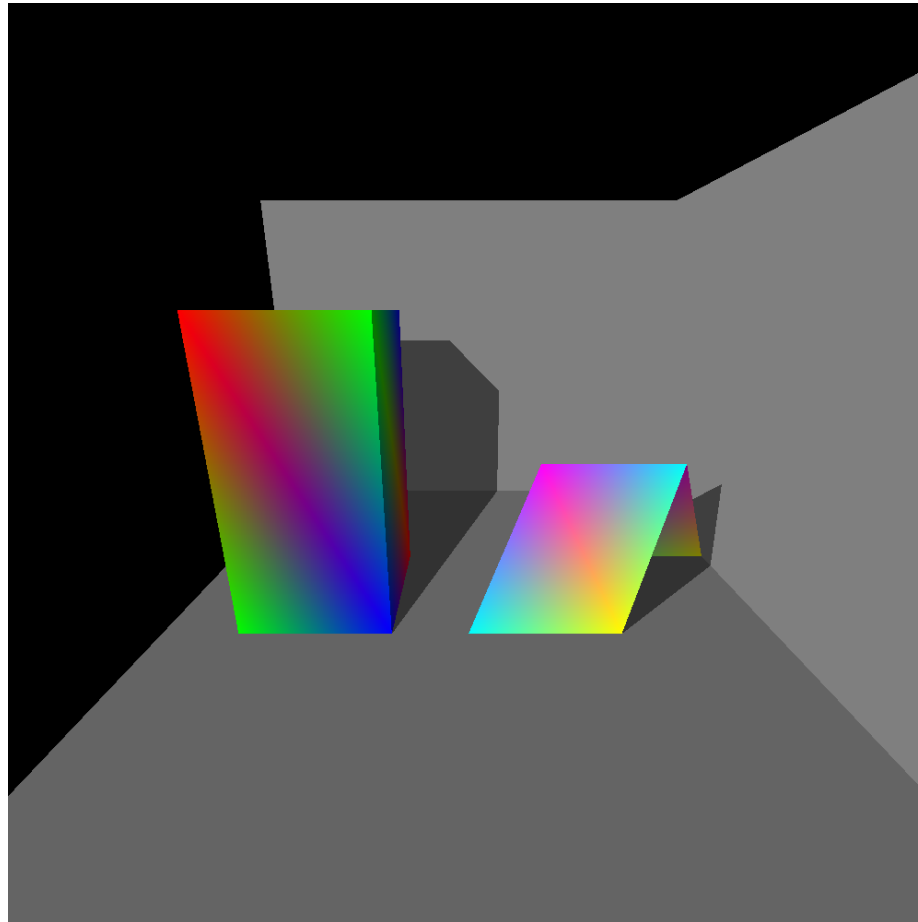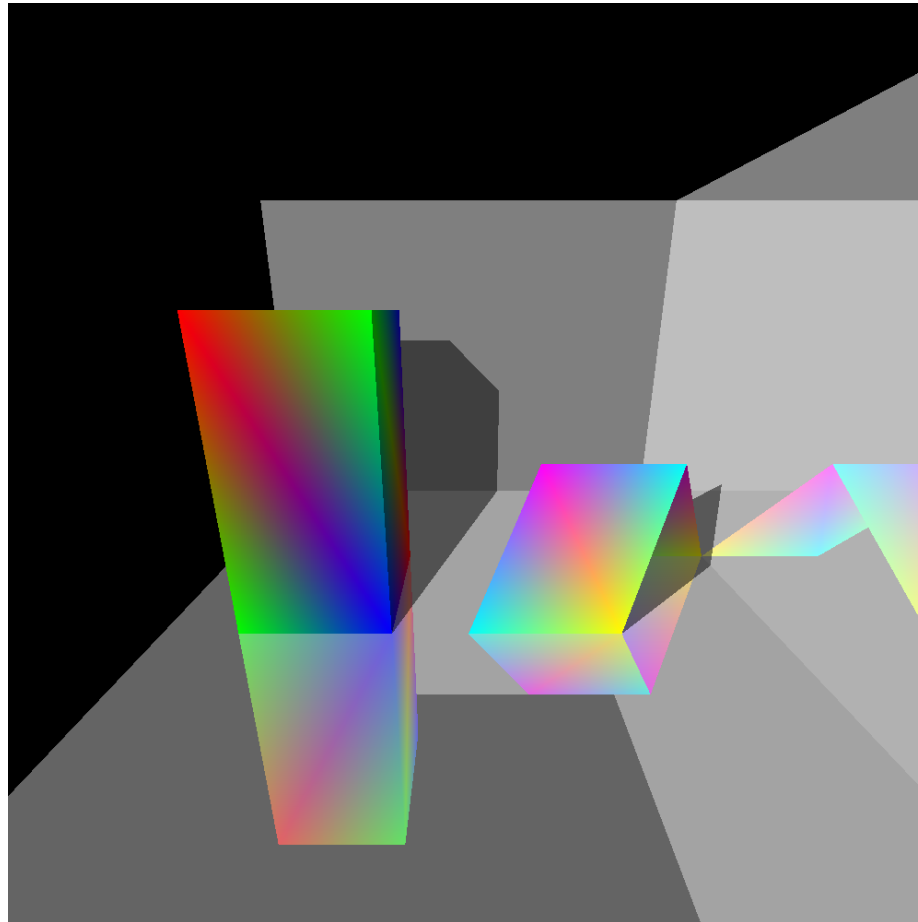# Recursive Ray Tracer

-Abhishek Yenpure

Depth = 1 (only shadows)
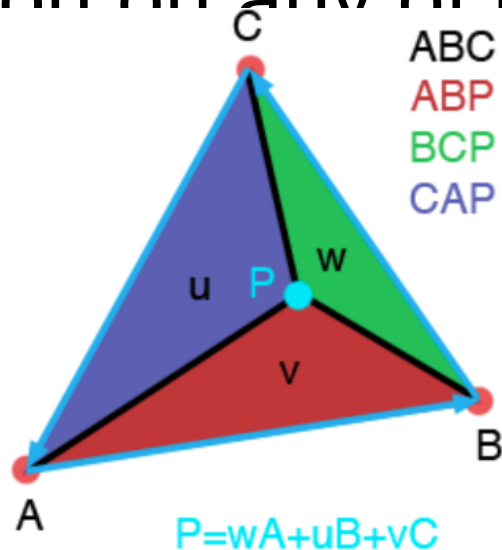
Depth = 2 (shadows and reflection)

Barycentric co-ordinates

- Barycentric coordinates can be used to express the position of any point located on the triangle with three scalars. The location of this point includes any position inside the triangle, any position on any of the three edges of the triangle, or any one of the three triangle's vertices. To compute the position of this point using barycentric coordinates we use the following equation

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- $P = uA + vB + wC$

-

Pending

- Refractions
- ...

Thank You