

# Ray Casting vs. GPUs for Triangles

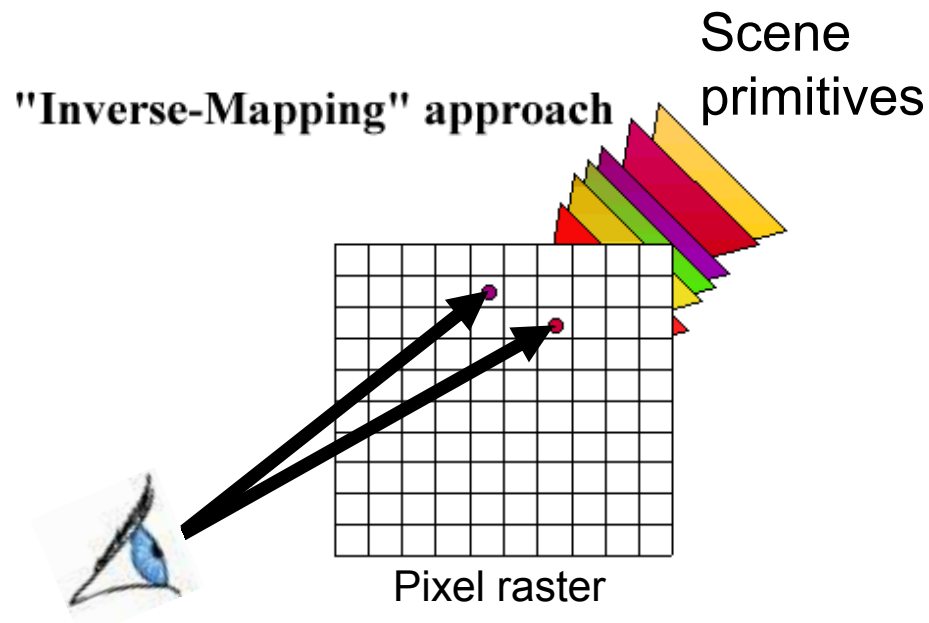
## Ray Casting

**For each pixel (ray)**

**For each triangle**

**Does ray hit triangle?**

**Keep closest hit**



## GPU

**For each triangle**

**For each pixel**

**Does triangle cover pixel?**

**Keep closest hit**

