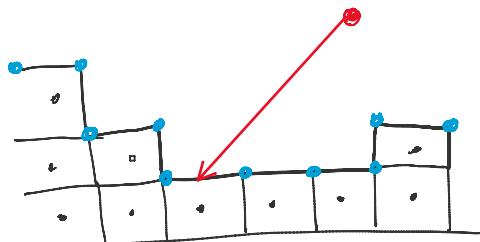


Ray Tracing

Wednesday, September 2, 2020 3:19 PM

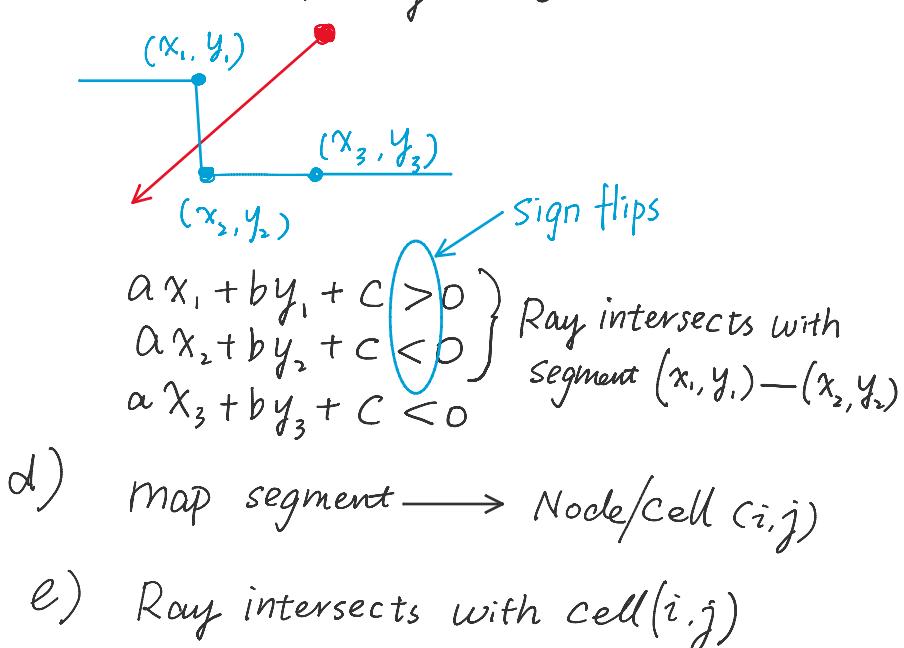
RAY TRACING



- a) Construct the surf
surf nodes
surf segments
- b) Sort the surf nodes
- c) line: $ax + by + c = 0$

Surf can be parallel!

GPU 2D in para



Computational load depends on the surf area



In 3D, Computational Load will be doubled

Eventually, all particles have to be mapped to meshgrid nodes. Surface intersection is a way of mapping. **How to take advantage of RT?**

