

In-class Teaching Examples

Sky Color: <https://www.rayground.com/view/a9dwSl-Hde4>
Depth of field: <https://www.rayground.com/view/001JacyP0VI>
Antialiasing: <https://www.rayground.com/view/V5edDwfPEfQ>
Multiple Reflections: https://www.rayground.com/view/p6LudKM_vHE
Point Light & Hard Shadows: <https://www.rayground.com/view/dExaQa67tql>
Area Light & Soft Shadows: <https://www.rayground.com/view/MxW4pBNaywU>
Ambient occlusion: <https://www.rayground.com/view/RuVlw5EAs9A>
Transparency: <https://www.rayground.com/view/pAWHpXdNTC0>
Whitted style ray tracer: <https://www.rayground.com/view/LYnWPJNFuPU>
Impact of Ray Depth: https://www.rayground.com/view/j0L_1Tc-QQU
Importance Sampling: <https://www.rayground.com/view/Klemz357k5A>
Edge Detection: <https://www.rayground.com/view/EJXNKVRMRbk>

Lab Examples

1. **Scene description:** <https://www.rayground.com/view/WmVHCgz0qss>
2. **Object properties:** <https://www.rayground.com/view/4DyupLAsRnA>
3. **Cornel Box:** https://www.rayground.com/view/7_PlONIBFdQ
4. **Cameras:** <https://www.rayground.com/view/5sqV4BpOVnl>
5. **Direct Light & Lambert BRDF:** <https://www.rayground.com/view/H-Ve5hrVPug>
6. **Direct Light & Phong BRDF:** https://www.rayground.com/view/rGjiEd7f_g0
7. **Direct & Indirect Lighting:** <https://www.rayground.com/view/v8p6W2v6Bws>
8. **Reflection and refraction:** https://www.rayground.com/view/Z4fk_b4JPzU

"Ray Tracing in One Weekend" Examples

1. **Rays, a Simple Camera, and Background:**
https://www.rayground.com/view/_UfKcxB3gas
2. **Adding a Sphere:** <https://www.rayground.com/view/sRK1FhKNKc0>
3. **Surface Normals and Multiple Objects:**
<https://www.rayground.com/view/A5ACqnpz3M4>
4. **Antialiasing:** <https://www.rayground.com/view/INwc6PhzGHQ>
5. **Diffuse Materials:** https://www.rayground.com/view/-o_deCr290Y
6. **Metal:** <https://www.rayground.com/view/1vUO9oRPNQU>
7. **Dielectrics:** <https://www.rayground.com/view/tdUZeZ29Y2I>
8. **Positionable Camera:** <https://www.rayground.com/view/NSGnYLZjYqc>
9. **Defocus Blur:** <https://www.rayground.com/view/1cdXcNivq58>
10. **Where Next?:** <https://www.rayground.com/view/2hucHmtxldY>