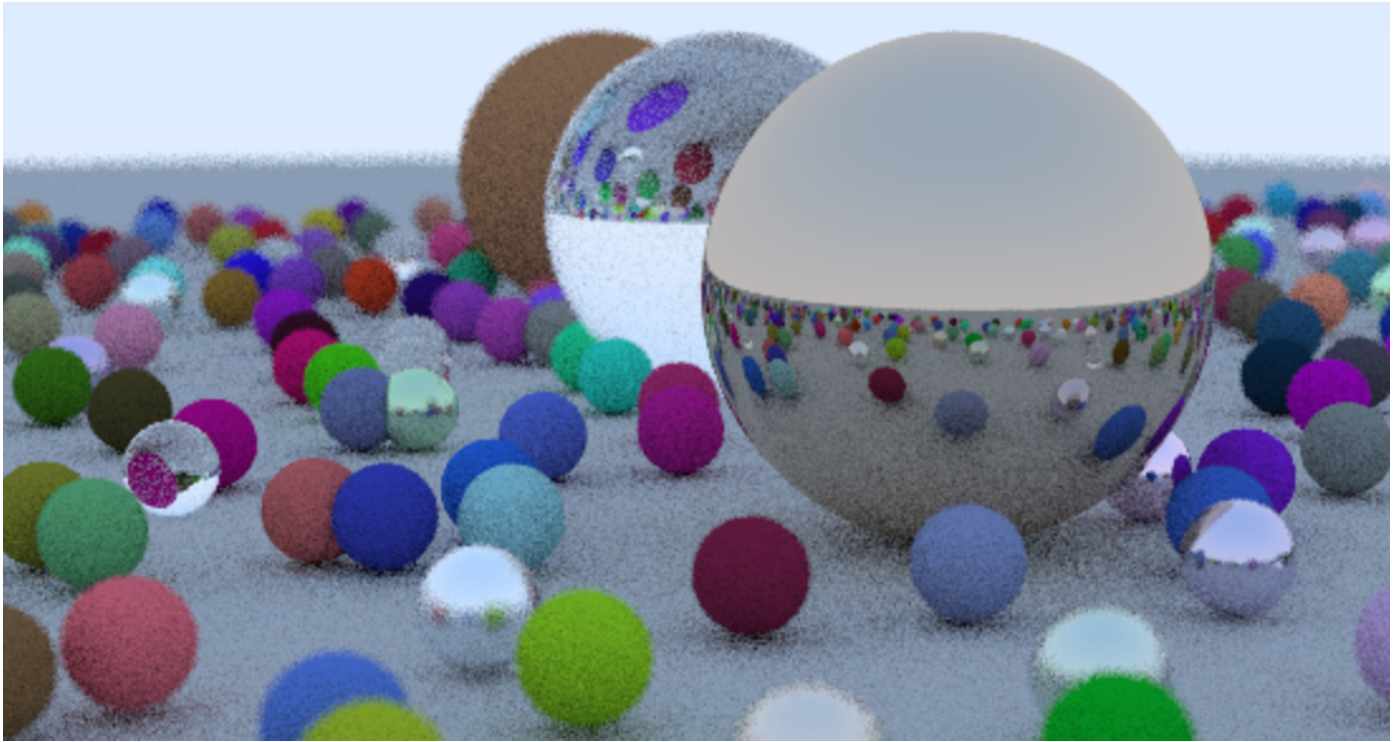# Basic Ray Tracing Framework is fnished.

Required ML pack library is installed and verified successfully.

Next Move:

1. Building BVH hierachy based on this given picture.

2. Timing different sepheres rendering time.

3. Find an ML model is potentially useful for this BVH traverse acceleration.