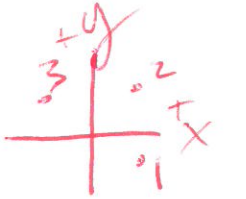
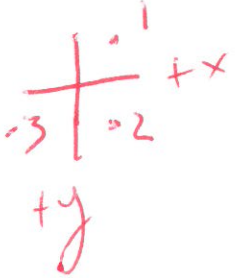
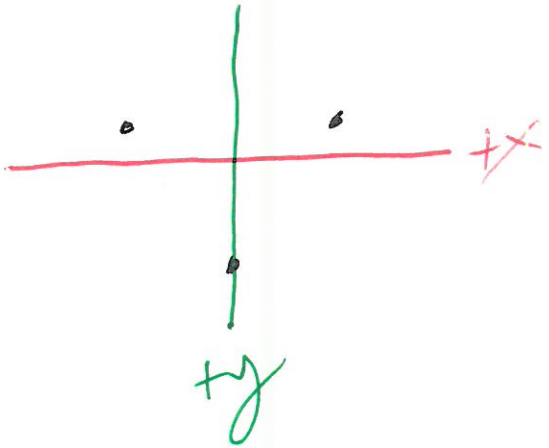
Ray Tracing in Real Life

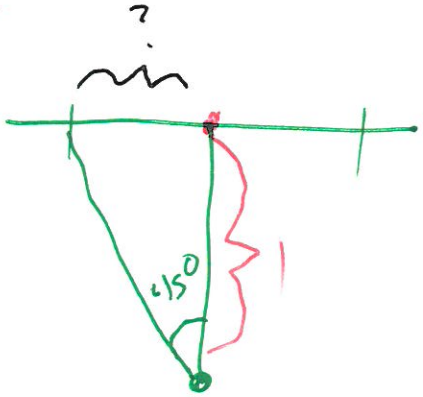
1. y is down.







2. Camera Size in Screen Space



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3. $r0$ $\quad A(r0_x + rd_x T) + B(r0_y + rd_y T) + C(r0_z + rd_z T) + d$

rd $\quad r0 \cdot abc + rd \cdot abc \cdot T + d = 0$

abc $\quad rd \cdot abc \cdot T = -d - r0 \cdot abc$

d $\quad T = \dfrac{-d - r0 \cdot abc}{rd \cdot abc}$

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