**GROUP 3: RAY TRACING QUESTIONS**

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1. Can ray tracing be used in the engineering industry? If so, could you provide any examples?

1. How was ray tracing initially devised? For which purpose exactly?
2. Is there any aspect of ray tracing that can be improved in the next few years?
3. Prof. Snow once asked us, " Do you think ‘Ray Tracing’ is the best way to achieve optical simulation”? So I want to ask, is there another better method to achieve the goal?
4. Which advantages does ray tracing have over other rendering methods? And which disadvantages?
5. How ray tracing enables instant 3D graphics?
6. How much does it cost to develop a ray tracing algorithm?