PROPS!	David Ross (SCPD) my name	Unknown recipient's name (OK if you don't know)

Examples:

_____	Asked a question I also had
_____	Was helpful/a good listener/encouraged me or a classmate
_____	Asked a question showing their interest in a classmate's ideas
✓	Contributed something I thought was interesting
_____	Other (explain below)

Explanation/details:

There was an interesting question about how do we use GPUs to do ray-tracing since they have a parallel pipeline. The comments that came out of that was what really made me think. Namely that GPU hardware has been optimized for raster graphics but that hardware that is focused on ray-tracing should be coming along. It made be think of the possibilities of game engines that could perform complex real time ray-tracing.