- Wednesday we will talk about the code...
- Fragment shader
    - compute the reflected ray
        - pass down the xyz of the vertices or on the surface of the bunny
        - interpolated normals, normal at the current pixel, we know the eye
    - Step process derp herp
    - dif - reflected ray in depth image, what if it doesn't?
        - depth, floor, then e-map
- Cg is very close to C, luckily no hex code
- diffuse is rendered basic opengl, no deviation necessary
- floor is rendered conventionally, one texture herp
- E=mapping is separate.
    - easiest way is to have a cube that is centered at the eye
        - eye center cube map
    - **will not have the floor in it**
- floor is a quad with a texture, nothing else
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- Extra credit
    - acceleration
        - fewer steps in the linear interpolation
        - binary search in order?
        - greedy points for depth
        - pre rotate the map by set degrees, 36 versions of it rotated
            - why?
            - because then simplify on rows
        - use peaks and valleys, like with paper