HDR?

Tone Mapping?

Use stb\_image.h to produce more image file formats.

Write your own math lib.

Virtual methods again

Inherit from : public

Add Multi threading to the current ray tracer I’m building or CUDA it.

<http://graphics.cs.utah.edu/courses/cs6620/fall2017/?prj=1>

Why this line gives a wrong result ??! for normalization the vector ?!!

vec3 r = (hitPoint - center)/radius;

vec3 normal = unit\_vector(hitPoint - center);