

Austin Munsch  
Ilya Seletsky

Average fps: 100 spheres and 1024x1024  
84 fps

In order to make the raytracer realtime, we used the example code for drawing to the screen and imported our existing raytracer code into it. We then changed our kernel implementation to use the buffer object instead of the existing array. And we added code to deal with movement and looking around.

Here's a sample image:

