

Ray Tracing One Weekend

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1 Week 0: Ray Tracing Class

Thursday, 06/13/2023

- [course link](#)
- shoutout to **TODO** add x user that pointed me to this (shoutout ml btw (for you page))
- this is my very first c or cpp project (op says it's c flavored cpp) beyond hello worlds and basic basic robotics stuff
- i love rust but i am not cracked at all so i would probably not be able to follow along in rust
- i will, however, follow op's advice to not copy pasta (besides most of makefile compiler flags hehehe) and build it up slowly by typing along
- going to try my best to thug this out by Sunday
- test bib [1]
- bib working lets go
- important setup for fresh arch install (not in order, and just off the dome, i likely am forgetting tons of things)
 - install unzip (will need for nvim clangd Mason lsp stuff)
 - install cmake, clangd, gcc stuff
 - setup debugger for nvim using dap, dap-ui, etc.
 - **build, compile, run:** (i think lol)
 1. `cmake -B build/Debug -DCMAKE_BUILD_TYPE=Debug`
 2. `cmake --build build/Debug`
 3. `build/rayTracing > image.ppm`

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References

- [1] S. H. Peter Shirley, Trevor David Black, “Ray tracing in one weekend,” April 2024.