Ray Tracing One Weekend

Ian Turner

June 14, 2024

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`

- op claims that if we can build project correctly in the beginning, then we are golden for rest of tutorial

- i hope this is true since the provided cmake file is cash money and really easy to get working with my setup (Figure **??**)

- make `rtrace` aliase for build, compile, run, then open image in feh, probably terrible idea but whatever

- ...

References

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

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