Lecture 0 - Linear Algebra Recap
- Chapter 2 - Miscellaneous Math (without Sections 2.5 and 2.7)
- Chapter 5 - Linear Algebra

Lecture 1 - Introduction
- Chapter 1 - Introduction
- Chapter 19 - Colour (up to Section 19.2)
- Chapter 4 - Ray Tracing (up to Section 4.2)

Lecture 2 - Images & Linear Algebra
- Chapter 3 - Raster Images (Section 3.2)
- Chapter 6 - Transformation Matrices (Sections 6 - 6.1.5; 6.2 - 6.2.2; 6.3)

Lecture 3 - Transformations & Projections
- Chapter 6 - Transformation Matrices (Section 6.5)
- Chapter 7 - Viewing (up to Section 7.4)

Lecture 4 - Shading & Materials
- Chapter 10 - Surface Shading (Section 10.3 optional)

Lecture 5 - OpenGL
- Chapter 2 - Miscellaneous Math (Section 2.7)
- Chapter 7 - Viewing (Section 7.5)

Lecture 6 - Textures
- Chapter 11 - Texture Mapping (Sections 11 - 11.2; 11.2.2&3; 11.3.2&3)

Lecture 7 - Shadows
- Chapter 11 - Texture Mapping (Section 11.4)

Lecture 8 - Ray Tracing
- Chapter 4 - Ray Tracing
- Chapter 13 - More Ray Tracing (Section 13.4)

Lecture 9 - Acceleration Structures
- Chapter 12 - Data Structures for Graphics (Section 12.3)