

Readme for 'My Raytracing Challenge'

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Project description

The 'Ray Tracer Challenge' is a book. It contains a specification on how to build a raytracer. The code in this repository is my attempt to learn about raytracing in general.

The book describes a test driven method of creating the code. I have pulled in the Google Test project. The tests have not been named so that they can be referenced from the book yet.

TODO: Rename all the Google Tests so that they can be referenced from the book.

Dependencies

- None if you use the build.linux script. TODO: Make this work.
- CMake
- Optional : ninja build

Building

The intention is to use out of source build. So I normally do the following:

- `mkdir -P ../build/RayTracingChallenge`
- `cd ../build/RayTracingChallenge`
- `cmake ../../RayTracingChallenge -GNinja`
- `ninja`

Credits

Thanks to Casey Muratori for creating the [Handmade Hero](#) series on youtube.

References

The Ray Tracer Challenge *A Test-Driven Guide to Your First 3D Renderer* by Jamis Buck

[The Ray Tracer Challenge](#)

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