Ray Tracing Notes

## 4.2

At its core, a ray tracer sends rays through pixels and computes the color seen in the direction of those rays. The involved steps are

1. Calculate the ray from the “eye” through the pixel,
2. Determine which objects the ray intersects, and
3. Compute a color for the closest intersection point.

Given an image with a 16∶9 aspect ratio, width/height=16/9=1.7778