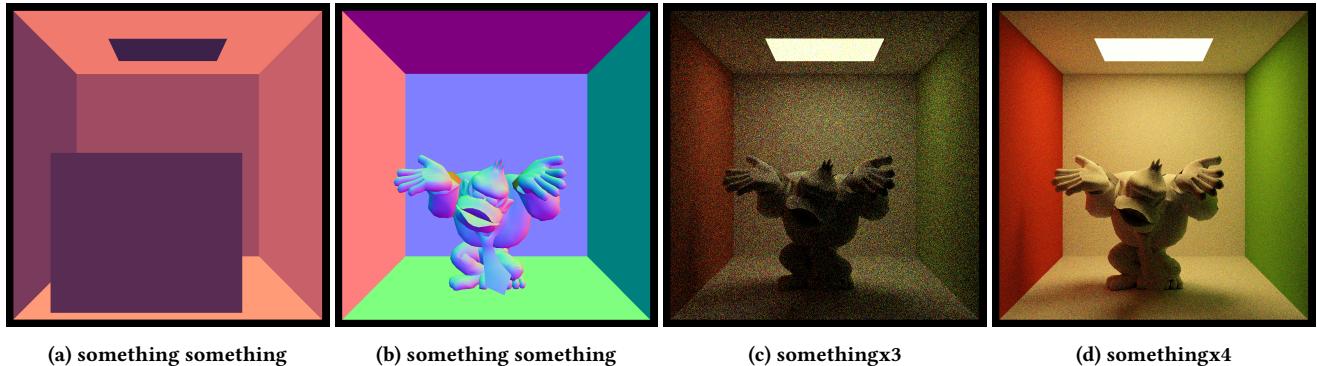


# CRT: CUDA Ray Tracer

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(a) something something

(b) something something

(c) somethingx3

(d) somethingx4

Figure 1: something something

## ABSTRACT

[INSERT ABSTRACT HERE]

## 1 SECTION

[1] <https://www.iec.ch/>

## REFERENCES

- [1] International Electrotechnical Commission. 2003. IEC 61966-2-1:1999 Amendment 1:2003 – Multimedia systems and equipment – Colour measurement and management – Part 2-1: Colour management – Default RGB colour space – sRGB. <https://webstore.iec.ch/publication/6173>.
- [2] Joey de Vries. 2020. Learn opengl: Learn modern opengl graphics programming in a step-by-step fashion. <https://learnopengl.com/>.
- [3] Matt Pharr, Wenzel Jakob, and Greg Humphreys. 2023. Physically Based Rendering: From Theory to Implementation, 4th ed. <https://pbr-book.org/4ed/>.