



Figure 1: Output of the minimal ray tracing framework. The primitives (spheres, triangles, plane) are assigned a unique color. For each pixel the color of the closest object is assigned.

1.4 *Useful Stuff*

Have a look at the following links. They may help you solving the tasks.

- CMake <https://cmake.org/>
- The TU offers free student licenses for Visual Studio here <https://www.tu-braunschweig.de/it/downloads/software/rahmenvertraege/msdn-aa>
- <http://www.realtimerendering.com/intersections.html> gives you useful information on intersections.
- Realistic Ray Tracing, *Peter Shirley*.
- 3D Modelling: Blender <https://www.blender.org/> or 3ds Max Free Student Version <http://www.autodesk.com/education/free-software/3ds-max>