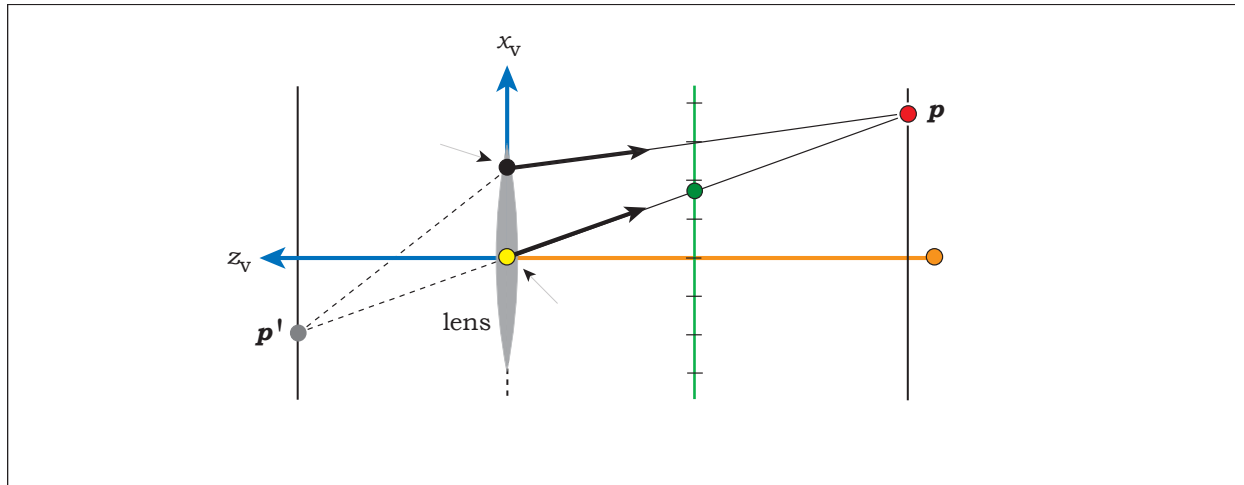


## Depth of Field



### 1. Names of Things

Label the elements of the picture with the following:

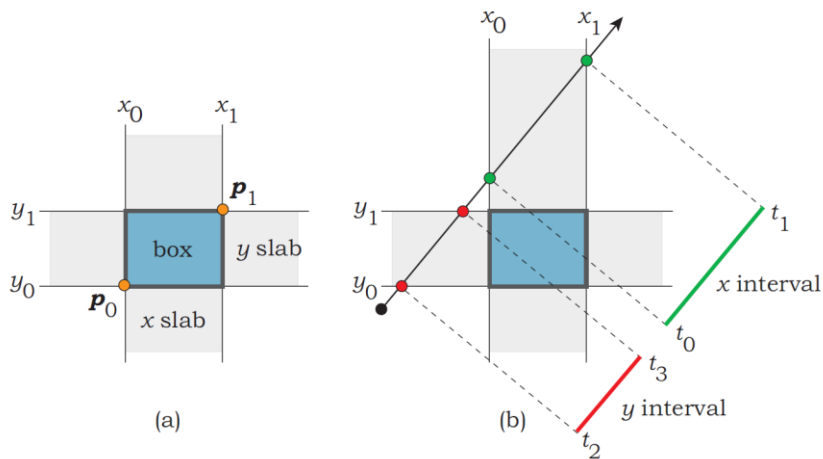
- Image plane
- View plane
- Center ray
- Primary ray
- Pixel
- Focal plane
- Lookat point

## 2. Sampling for Depth of Field

With a partner, do the following:

- Come up with an explanation for why it makes sense that primary rays for a pixel need not pass through the pixel when simulating depth of field.
- Draw a picture supporting your explanation.

## 3. Bounding Box Intersection



Describe an efficient test for ray-box intersection in 2D that uses the values  $t_i$  as shown in the diagram above.