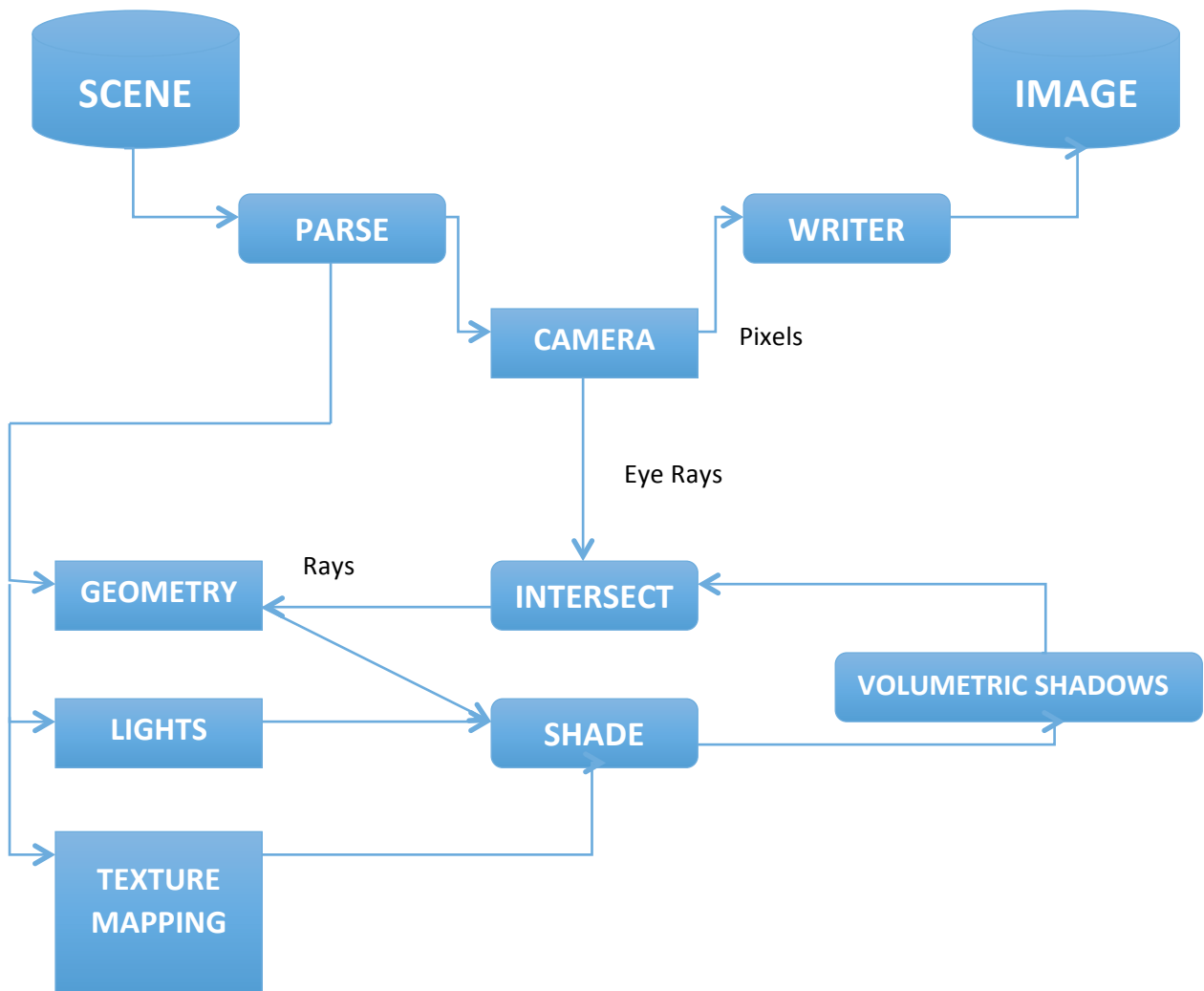# Ray Tracing Architecture

Scan Line Architecture

SCENE

IMAGE

PARSE

WRITER

CAMERA

Pixels

GEOMETRY

Z BUFFER

Perspective Correction

LIGHTS

SHADE

TEXTURE MAPPING