**Ray Tracing Architecture**

**IMAGE**

**SCENE**

**VOLUMETRIC SHADOWS**

**WRITER**

**PARSE**

Pixels

**CAMERA**

Eye Rays

Rays

**INTERSECT**

**GEOMETRY**

**SHADE**

**LIGHTS**

**TEXTURE MAPPING**

**From Camera**

**INCREMENTER**

**From Parser**

**INTERSECT**

**GEOMETRY**

**SHADOWS**

**Volumetric Shadows**

**Scan Line Architecture**

**IMAGE**

**SCENE**

**WRITER**

**PARSE**

Pixels

**CAMERA**

Eye Rays

Rays

**Z BUFFER**

**GEOMETRY**

**SHADE**

**LIGHTS**

**TEXTURE MAPPING**