**Ray Tracing Architecture**

**IMAGE**

**SCENE**

**WRITER**

**PARSE**

Pixels

**CAMERA**

Eye Rays

Rays

**INTERSECT**

**GEOMETRY**

**VOLUMETRIC SHADOWS**

**SHADE**

**LIGHTS**

**TEXTURE MAPPING**

**Scan Line Architecture**

**IMAGE**

**SCENE**

**WRITER**

**PARSE**

Pixels

**CAMERA**

**Z BUFFER**

**GEOMETRY**

Perspective Correction

**SHADE**

**LIGHTS**

**TEXTURE MAPPING**