Readme for 'My Raytracing Challenge'

Project description

The 'Ray Tracer Challenge' is a book. It contains a specification on how to build a raytracer. The code in this repository is my attempt to learn about raytracing in general.

The book describes a test driven method of creating the code. I have pulled in the Google Test project. The tests have not been named so that they can be referenced from the book yet.

TODO: Rename all the Google Tests so that they can be referenced from the book.

Dependencies

- CMake
- Optional : ninja build

Building

The intention is to use out of source build. So I normally do the following:

- mkdir -P ../build/RayTracingChallenge
- cd ../build/RayTracingChallenge
- cmake ../../RayTracingChallenge -GNinja
- ninja

Executing the tests

Execute the tests by running the following command from the 'build' directory:

```
./src/raytrace/raytrace --test-matrix
```

Some tests may be disabled. In order to run all tests issue the following command from the 'build' directory:

```
./src/raytrace/raytrace --test-matrix --gtest_also_run_disabled_tests
```

Credits

Thanks to Casey Muratori for creating the Handmade Hero series on youtube.

References

The Ray Tracer Challenge *A Test-Driven Guide to Your First 3D Renderer* by Jamis Buck

The Ray Tracer Challenge

Compare floating point