**Ray tracing**

**光线追踪原理**

一次计算一个像素，对于每个像素找到该像素在图像中的位置所看到的物体。一旦找到了这个物体，着色计算就会使用交点、表面法线和其他信息来确定物体的颜色。

**简单的光线追踪器的三个部分**

1. Ray generation, which computes the origin and direction of each pixel’s viewing ray based on the camera geometry;

2. Ray intersection, which finds the closest object intersecting the viewing ray;

3. Shading, which computes the pixel color based on the results of ray intersection.