

# CSCI-4961/6961: 3D Computer Graphics

Class 10: October 2, 2006

## Ray Tracing

### Today's Class

We will look at *Ray Tracing*, which is a popular global illumination method for rendering images with transparent surfaces, shadows, etc.

1. Ray tracing: forward ray tracing, recursive ray tracing
2. Recursive ray tracing algorithm
3. Intersection computations for ray tracing, and efficiency issues

### Reading

Chapter 10.11 of Hearn and Baker.

For a description of techniques used in “Fiat Lux”, see <http://www.debevec.org/FiatLux/>.

### Activity

Download and play with the POV-Ray ray tracer at [www.povray.org](http://www.povray.org).

### Next Class

Visible surface detection.