



Ray Tracing



Recursive Ray Tracing

Gather light from various directions by tracing rays

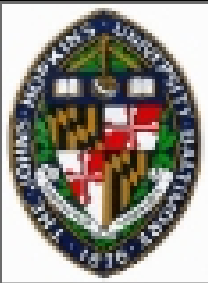
Each pixel shows light at a surface

- trace ray from eye to surface

Each surface illuminated by lights and other surfaces

- trace rays from surface to other surfaces

And so on...



Types of Rays

Eye/pixel rays

Illumination/shadow rays

Reflection rays

Transmission/transparency rays