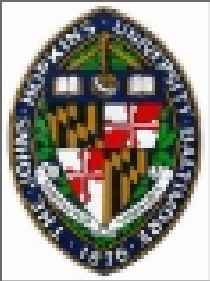


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# Ray Tracing

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Johns Hopkins Department of Computer Science  
Course 600.456: Rendering Techniques, Professor: Jonathan Cohen



# Recursive Ray Tracing

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**Gather light from various directions by tracing rays**

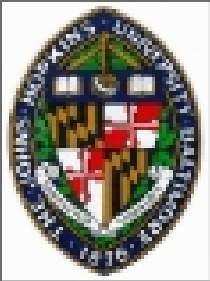
**Each pixel shows light at a surface**

- 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

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**Eye/pixel rays**

**Illumination/shadow rays**

**Reflection rays**

**Transmission/transparency rays**