



Computer Graphics

Lecture 13

A Self-Guided Tour of the A2 Codebase

Announcements

- Watch the video on acceleration structures for Monday; Class will be back in AW 305

Where are we?

- Wednesday was: slowing down ray tracing
- Today is: implementing ray tracing (A2)
- Monday is: speeding up ray tracing
- Thereafter: Transformations - positioning, scaling, rotating, shearing, etc. of objects and cameras in the scene.
- Intro to object-order rendering.

Goals

- Gain familiarity with the A2 code base
- Be prepared to start implementing A2