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