



Computer Graphics

Lecture 13

Advanced Ray Tracing, Continued
A Self-Guided Tour of the A2 Codebase

Announcements

- **Video** on acceleration structures for Monday

Where are we?

- Today, Part 1: slowing down ray tracing
- Today, Part 2: 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

Today

- Finish Advanced Ray Tracing slides
 - The full (marked up) slides will be on the webpage under L12.
- Guided tour of A2:
 - Problems on the course webpage, Lecture 13, or on paper.
 - Submit a photo or scan of your solutions (to L13 Problems on Canvas); keep your paper copy for reference.