*CS148 Summer 2016 Reading Assignment - Ray Tracing, and More Ray tracing*

Please read Chapter 4 & 13 of Shirley, and answer the following questions.

1. Write down the structure of the basic ray tracing program (~ 4 lines).

2. Write down 3D parametric line equation from the eye e to a point s on the image plane.

3. We use [FILL\_THIS\_BLANK] box to approximate complex shapes and speed up the ray tracer.

4. Write down snell's law.

5. Name one simple method to deal with antialiasing in ray tracing.

6. What is the best ray-intersection efficiency structure?

7. How long did it take for you to (a) read the material and (b) answer these questions?