CMCS427 Global illumination and ray tracing

Some exercises are posted previously in these files:

Refraction – see notes and exercises pdf, exercises in there

Ray-object intersections – see Week8 intersections pdf, exercises in there.

From the labs you should know some on:

a) Stochastic sampling to manage antialiasing.

b) Given an implicitly defined function, the general ideas of how to compute the hit point and then the normal and/or a procedural texture at that point.

Conceptual questions (know the definitions for quick answers)

1) For ray tracing, know the types of rays and what they are for (primary, shadow, etc)

2) Be able to reflect or refract a ray (see exercises above)

3) Be able to describe why you use ray tracing, and what characteristics it has.