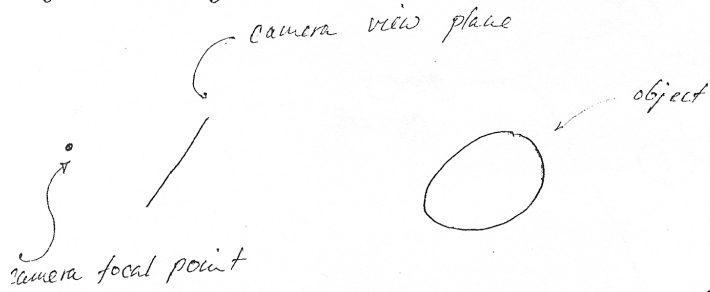


Ray Tracing: - (general ideas)



intensity at pixel (i,j) = intensity at closest \cap along ray from fp through (i,j)

obtain this in several possible ways

- Local Shading:
- only luminaires contribute?
 - can intersection see luminaires?
 - test this by checking line segments for intersections

- Propagation:
- does ray propagate?
 - specular reflection
 - refraction
 - test by spawning new ray.

- Global Shading:
- intensity at distant surfaces contributes as well
 - how much?
 - interrogate by spawning rays