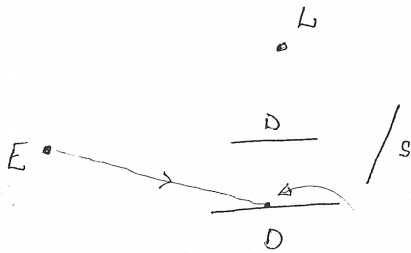


rendering details:

- Watch this space!
- for the moment, use what is familiar to compute shading values
- But this isn't good enough (lots of reasons)



-
- P_i should be bright ($L \rightarrow S \rightarrow P_i$) but our alg won't find this
 - Q: What are rays?
 - A: paths down which light can propagate
 - Q: Why ~~tra~~ not trace from light?
 - A: may not find camera
 - Q: Why trace only from eye?
 - A: actually it isn't a great idea.
- Specular to Diffuse transfer