

Ray Tracing

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Outline

- Object
- Camera
- Core Math Method
- Light to Ground Check Map
- Ground to Sphere Reflect Map

Object

- Light
- Sphere
- Ground

Camera

- Mouse
 - Mouse Wheel
 - Zoo in / Zoon out
 - Mouse Right Click
 - View Rotation

Core Math Method

- `vequ(a,b)`
- `vsub(a,b,c)`
- `dprod(a,b)`
- `vnormalize(a,b)`
- `clamp255(a)`

Light to Ground Check Map

- Number of reflection times = `TEX_REFLECT_SLOT_SIZE` (= 16)
- Color Check Map
 - See light
 - Shadow on ground
 - Check position
- `glTexSubImage2D`
 - Texture Map on ground

Ground to Sphere Reflect Map

- Number of reflection times = `TEX_REFLECT_SLOT_SIZE` (= 16)
- Color Check Map
 - See light
 - Shadow on sphere
 - Check position
- `glTexSubImage2D`
 - Texture Map on sphere