

8:30 am	welcome	
9:00	introduction to image synthesis and ray tracing	Andrew
10:00	geometry review ----- survey of ray/object intersections 1	Pat & Eric
	mid-morning break	
11:00	survey of ray/object intersections 2	Eric & Pat
12:00	surface physics	Andrew
1:00	LUNCH	
2:00	distributed ray tracing	Rob
3:00	survey of efficient algorithms	Rick
	mid-afternoon break	
4:00	writing a ray tracer	Paul
5:00	animation	Andrew