

Developments in Ray Tracing
A one day tutorial for SIGGRAPH '86

Course Chair: Alan H. Barr
California Institute of Technology

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Turner Whitted, University of North Carolina
Introduction to Ray Tracing

Robert L. Cook, Pixar and California Institute of Technology
Distributed Ray Tracing

Alan H. Barr, California Institute of Technology, Course Chair
Ray Tracing Deformed Surfaces

Masa Inakage, Independent Researcher
Reflection and Refraction Models for Ray Tracing

James Arvo, Apollo Computers
Backwards Ray Tracing

James T. Kajiya, California Institute of Technology
The Rendering Equation

Introduction to Ray Tracing

**Turner Whitted
Numerical Design Limited
The University of North Carolina
Chapel Hill**

The Basic Algorithm

A reprint of a paper that introduces the idea of a recursive visibility algorithm implemented through ray tracing.

Shading Overview

A taxonomy and introduction of the pixel equation.

Roll Your Own

A description of a toy ray tracer with sources in C.