

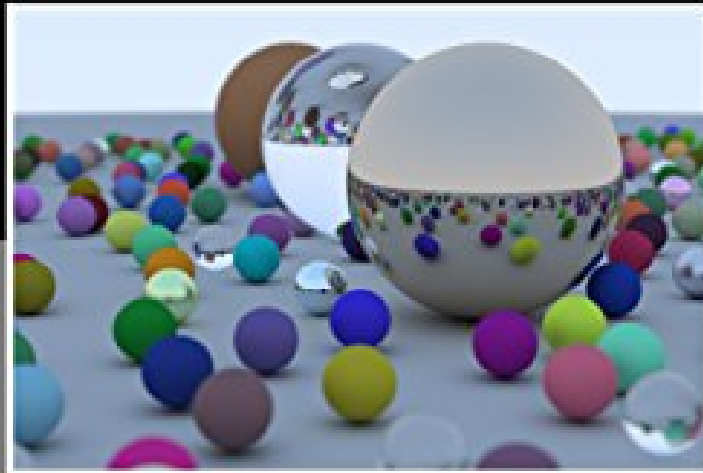
RAY TRACING IN ONE WEEKEND (RAY TRACING MINIBOOKS BOOK 1) BY PETER SHIRLEY



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This informal book takes you through most of the author's university course on ray tracing. Each mini-chapter adds one feature to the ray tracer, and by the end the reader can produce the image on the book cover. Details of basic ray tracing code architecture and C++ classes are given.

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5 of 5 people found the following review helpful.

I highly recommend reading this if you want to see how to ...

By Jonathan

I read this and its making me excited about writing a ray tracer. Peter Shirley is of course well known in the Computer Graphics community for his expertise in Ray Tracing. I highly recommend reading this if you want to see how to get a Ray Tracer working. The hardest part of Computer Graphics is getting to a place where you are generating actual graphics and not debugging a black screen. I think this book will be helpful to those struggling with that issue. I liked the length, though I may have wanted to see a little bit more on lighting and shadows. Since that is relatively straight-forward (shoot a ray toward a light and if anything hits before the light, then you have a shadow), I won't diminish my rating that this is a top rate short read for the money. Think about it, would you pay \$3 to have someone explain to you how to make a simple ray tracer? I know I would.

2 of 2 people found the following review helpful.

Since the business card raytracer (http://fabiansanglard.net/rayTracing_back_of_business_card/) ...

By Eric Richards

Since the business card raytracer [...], I'm not sure so much has been packed into such a small package. Well worth the price, in both time and money.

1 of 1 people found the following review helpful.

It's a good book, but I've found two flaws while working ...

By Bradley Bossard

It's a good book, but I've found two flaws while working with it

1. The source doesn't seem to be available and the text of the code is embedding in images, so you can't copy and paste. While it's been informative to retype the code, sometimes I would like to avoid it.

2. In Chapter 8 on Materials, the Hitable class gets a new member, mtr_ptr, which seems to get glossed over where this is added to the code, etc. It would be nice to get an update on design, and again, a code repo with git commits for each chapter would go a long way.

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