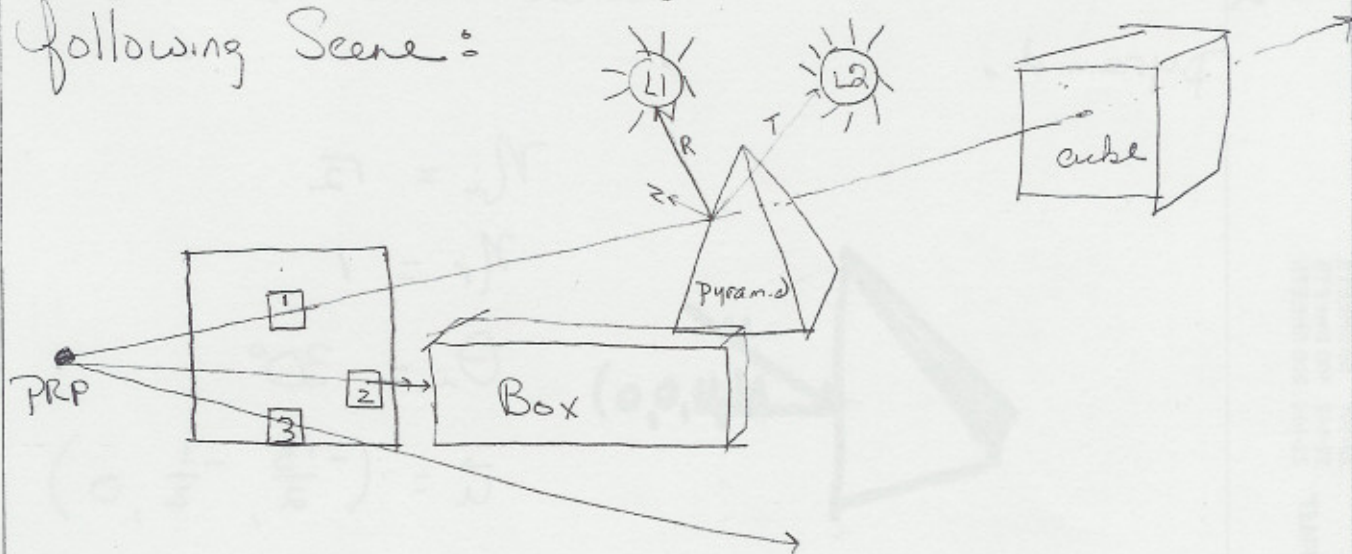


1) Generate the binary Ray tracing trees for the following Scene:



L1 is reflecting emitter

L2 is non reflecting emitter

Box is completely opaque

Pyramid is semitransparent

R - reflection is shown

T - refraction is shown

Cube is completely opaque

Generate Ray tracing trees for pixels 1-3

#2 Determine the transmission vector for the pyramid.



$$n_i = \sqrt{2}$$

$$n_r = 1$$

$$\theta_i = 30^\circ$$

$$\vec{u} = \left( -\frac{\sqrt{3}}{2}, -\frac{1}{2}, 0 \right)$$

$$\vec{T} = ?$$