

# Raytracer

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CPU Raytracer written in the crystal programming language. Source code on Github: <a href="https://github.com/l3kn/raytracer">l3kn/raytracer</a>	

## 1 Features

- Distance Estimated Objects
- Cube map background images
- Stochastic progressive photon mapping
- Surface-area-heuristic BVHs

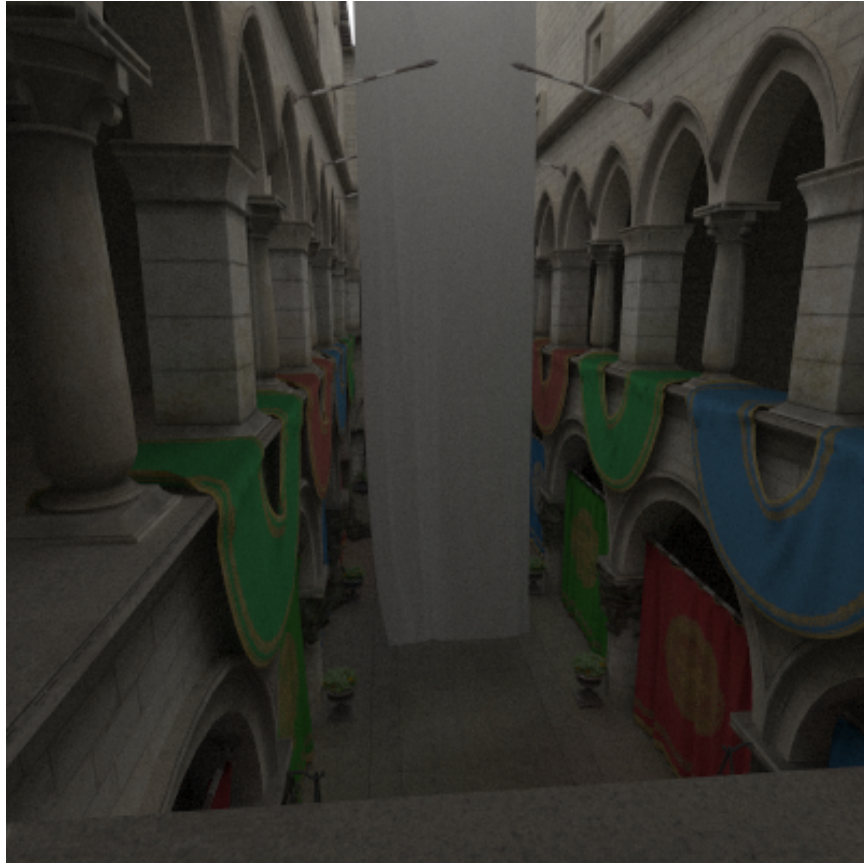


Figure 1: Sponza Atrium

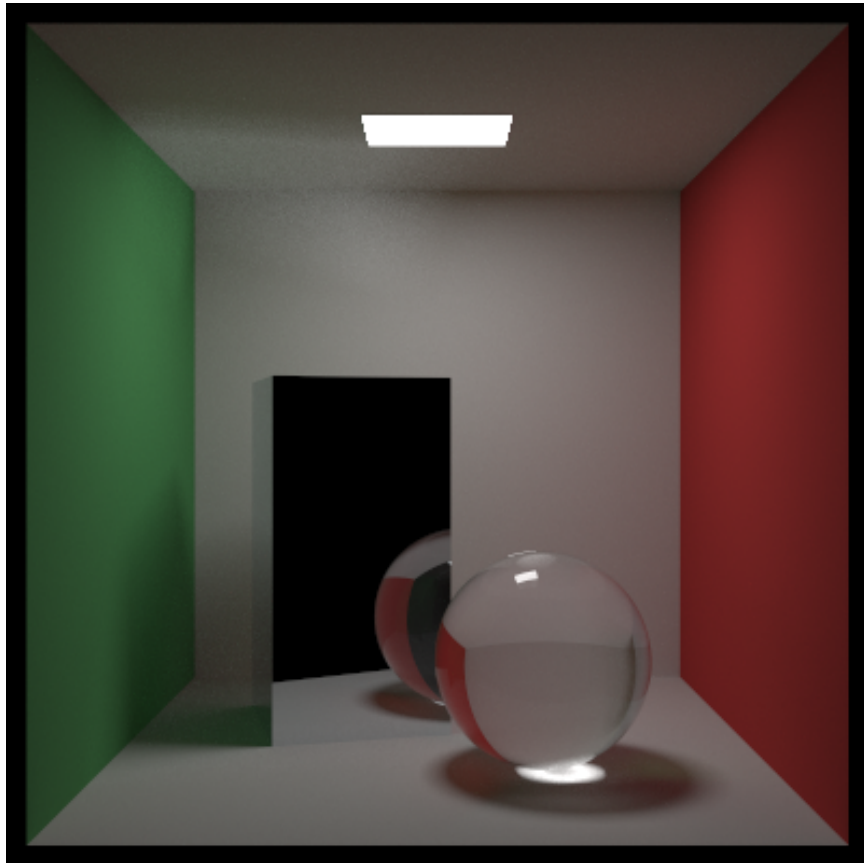


Figure 2: Cornell Box

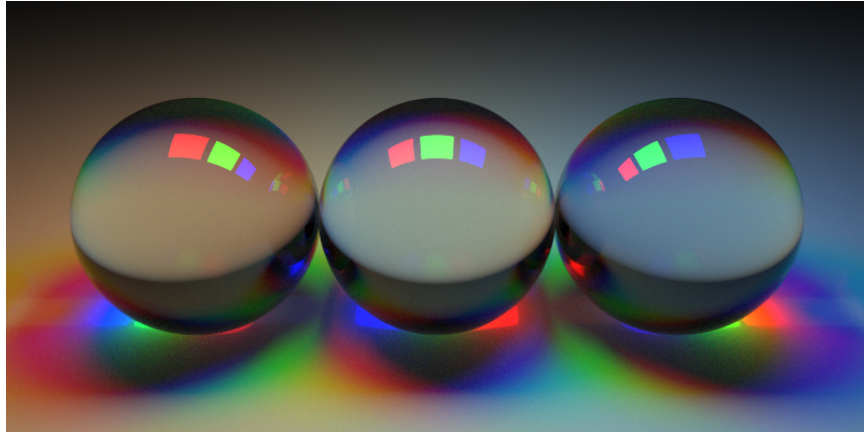


Figure 3: Light2

## 2 Example Images

2.1 Sponza Atrium

2.2 Cornell Box

2.3 Lights

2.4 Distance Estimated Fractals

