Problem 1

Below is a raytracing acceleration structure. Label the following:

1. Label grid cells with “R”, “G”, “B”, or “O” to indicate that a pointer to the Red, Green, Blue, or Orange object will be stored there.

2. Number cells (“1”, “2”, “3”, . . . ) in the order they will be visited to test for intersections along the gray ray. Cells that should not be visited should not be numbered.

3. Place a “•” at each intersection point that will be computed.