Problem 1
Below is a simple 2D raytracing setup. The 1D image has four pixels. The three objects (red, green, and blue) are made of wood. The yellow circle is a point light. There are no ambient lights. (1) Draw all of the rays that would be cast while raytracing this scene. (2) Label each pixel with \textcolor{red}{R}, \textcolor{green}{G}, \textcolor{blue}{B}, or \textcolor{black}{K} to indicate that the pixel would appear Red, Green, Blue, or black.