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 \textbf{R}, \textbf{G}, \textbf{B}, or \textbf{K} to indicate that the pixel would appear \textbf{Red}, \textbf{Green}, \textbf{Blue}, or \textbf{black}. 

\begin{figure}
\centering
\includegraphics[width=\textwidth]{raytracing_setup.png}
\end{figure}