

Tutorial on writing a Raytracer in Common Lisp

Part I

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Overview

Linear Algebra

Basic raytracing

Reflections & Refractions

Meshes & Acceleration Structures

Textures

CLOS
Common Lisp Object System

ASDF
Another System Definition Facility

CFFI
Common Foreign Function
Interface

Others
e.g. cl-ppcre, zpng, ...