

## FPGA Ray Tracer Project Checklist

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- Minimum goal:
  - FPGA ray tracing with a single ray unit
  - Rendered image saved to DRAM
- Target goal:
  - Multiple ray units, rendered image displayed via integrated hdmi output, and simple reflections
- Stretch goals:
  - Tier 1:
    - Multiple camera angles
    - Ray unit caching
  - Tier 2:
    - Diffuse scattering
    - Large scene support
    - IMU or other camera input method
  - Tier 3:
    - Volumetric scattering