



Figure IX.5: The usual setup for reflection rays in basic recursive ray tracing. The vector  $\mathbf{v}$  points in the direction opposite to the incoming ray. The direction of perfect reflection is shown by the vector  $\mathbf{r}_v$ . The vector  $\ell$  points to a point light source.  $I$  is the outgoing light intensity as seen from the direction given by  $\mathbf{v}$ .  $I_{reflect}$  is the incoming light from the reflection direction  $\mathbf{r}_v$ .  $I^{in}$  is the intensity of the light from the light source. (Compare this to figure III.7 on page 72.)