**A Minimal Ray-Tracer: Rendering Simple Shapes (Sphere, Cube, Disk, Plane, etc.):**

<https://www.scratchapixel.com/lessons/3d-basic-rendering/minimal-ray-tracer-rendering-simple-shapes/ray-plane-and-ray-disk-intersection>

https://www.scratchapixel.com/lessons/3d-basic-rendering/minimal-ray-tracer-rendering-simple-shapes/ray-box-intersection

**Raytracing - UV Mapping and Texturing:**

<http://viclw17.github.io/2019/04/12/raytracing-uv-mapping-and-texturing/>

**Ray Tracing in One Weekend:**

[https://raytracing.github.io/books/RayTracingInOneWeekend.html#rays,asimplecamera,andbackground](https://raytracing.github.io/books/RayTracingInOneWeekend.html" \l "rays,asimplecamera,andbackground)

**Raytracer from Scratch in C++ Part 9/9 (Triangles):**

https://www.youtube.com/watch?v=SMOJGxyd9BE

https://sourceforge.net/p/rasterrain/code/ci/master/tree/

**Ray Tracer #3: Vectors (Code):**

<https://www.youtube.com/watch?v=v-Aid--2A_8&list=PLAqGIYgEAxrUO6ODA0pnLkM2UOijerFPv&index=4>

**Трёхмерная графика с нуля. Часть 1: трассировка лучей:**

https://habr.com/ru/post/342510/

**256 строчек голого C++: пишем трассировщик лучей с нуля за несколько часов:**

<https://habr.com/ru/post/436790/>

<https://github.com/ssloy/tinyraytracer>

**3D C/C++ tutorials - Ray tracing:**

http://www.3dcpptutorials.sk/index.php?id=16

**smallpt: Global Illumination in 99 lines of C++:**

http://www.kevinbeason.com/smallpt/

**Fast, Branchless Ray/Bounding Box Intersections:**

<https://tavianator.com/2011/ray_box.html> — коробка