
Subject: Real time ray-tracing?

Posted by [Pickle](#) on Thu, 15 Sep 2022 11:53:00 GMT

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Is it really possible to run ray-tracing in real-time for games?

Subject: Re: Real time ray-tracing?

Posted by [Ben](#) on Fri, 16 Sep 2022 07:43:11 GMT

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Hi Pickle!

Of course real-time ray-tracing has always been possible - however, it just depends on how complex you want your scene - or what type of 'effects' (refraction/reflection/sub-surface scattering...).

Lots of factors that can impact using ray tracing for games - however, in recent years, with advancements in hardware - ray-tracing has come out of the shadows! What might take days or hours is not coming to real-time (30+ fps)

B.
:)
