

- On Slide 6, the equation for the reflection vector was incorrectly given with a cross product. The correct equation for the reflection of a vector L across a normal vector N is:

$$R = L - 2(L \cdot N)N$$

where both L and N are assumed to be normalized.

- Slides 20 and 21 have been collapsed into a single slide, which is significantly simpler.
- The definition of a ray R in local coordinates has been simplified to

$$P'(t) = T^{-1}(P(t)) = T^{-1}(E) + t(T^{-1}_{3 \times 3}(D))$$