

# **Raggier: An Open Source Plugin-Based Raytracing Framework**

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## **ABSTRACT**

This paper introduces Raggier, a customisable open source plugin-based raytracing framework for mainly educational use (for teaching applied graphics) but with practical applications in 3d graphics. The framework will be layered on top of a run-time plugin system and it will be possible to create a variety of plugin components. The object-oriented open-source raytracing library Libtrace will be used to implement primitives. The language used by the framework will be initially XML-based and translators from other raytracing languages may be used. The framework will be used by students following the Applied Graphics and User application standards unit offered by our department and it will be able to be used on a number of platforms including Windows, Unix and Linux.

**Keywords:** Raytracing, Graphics and 3D