



Pov-Ray

Edited by Jules Reene



Jules Reene (Ed.)

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DKBTrace, Amiga, Mark Shuttleworth, FLOSS Weekly, Turing Completeness, Truevision TGA



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Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. The Persistence of Vision Raytracer, or POV-Ray, is a ray tracing program available for a variety of computer platforms. It was originally based on DKBTrace, written by David Kirk Buck and Aaron A. Collins. There are also influences from the earlier Polyray raytracer contributed by its author Alexander Enzmann. POV-Ray is freeware with the source code available. Sometime in the 1980s, David Kirk Buck downloaded the source code for a Unix raytracer to his Amiga. He experimented with it for a while, eventually deciding to write his own raytracer, named DKBTrace after his initials. He posted it to a bulletin board system, thinking others might be interested in it. In 1987, Aaron A. Collins downloaded DKBTrace and began working on an x86-based port of it. He and David Buck collaborated to add several more features. When the program proved to be more popular than anticipated, they could not keep up with demand for more features.

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