Firing Rays

The Trigger comes from the Command Buffer: vkCmdBindPipeline() and vkCmdTraceRays()

What Is a Shader Binding Table (SBT)?

That causes the Raygen Shaders to make Numerous Calls to traceRay()

The Ray that Gets Fired
Computing the Ray Direction

```cpp
vec3 RayDirection( uvec3 launchID, uvec3 launchSize )
{
    float x = -1 + ( 2. * float(launchID.x) + 0.5 ) / float(launchSize.x);  // [-1.,+1.]
    float y = -1 + ( 2. * float(launchID.y) + 0.5 ) / float(launchSize.y);  // [-1.,+1.]
    y = -y;
    vec4 ecDirecton = inverseModelViewProjection * vec4( x, y, 0., 1. );
    return normalize( ecDirecton.xyz );
}
```

A Closest Hit Shader can also make calls to `traceRay()`.