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Finally, with Ray Tracing: The Rest Of Your Life, we'll dive into the math of creating a very serious ray tracer. When you are done, you should be ready to start messing with the many serious commercial ray tracers underlying the movie and product-design industries.

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Hi there everyone, first time posting here, I am looking at upgrading to an RTX 3060 TI from my RX 590 when they become available, and as I play Valorant on a 1080p 144hz monitor, I want to know is there is any intention of adding ray tracing to Valorant, and if so, whether it is actively being worked on, or is a project for the future.

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