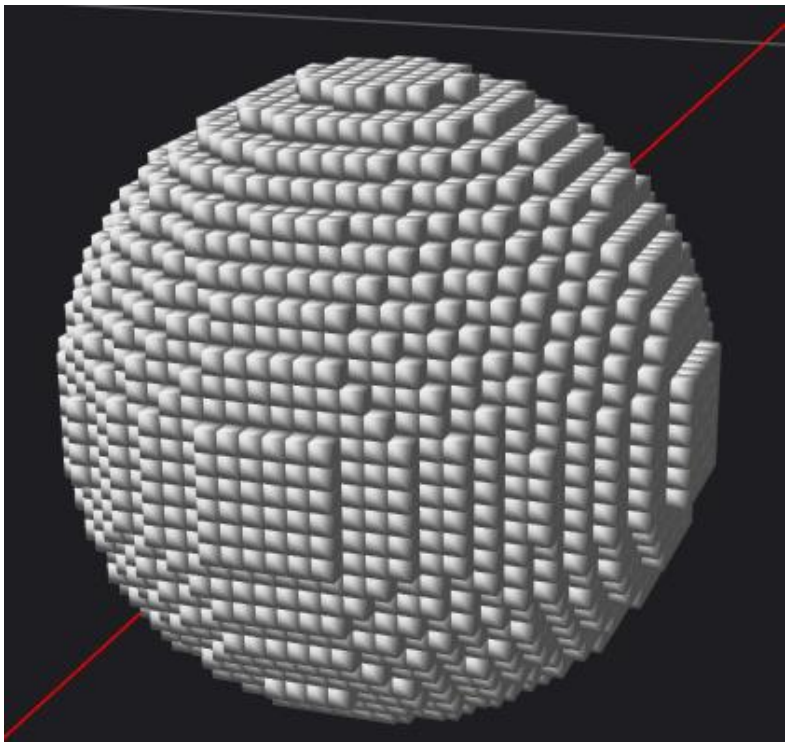
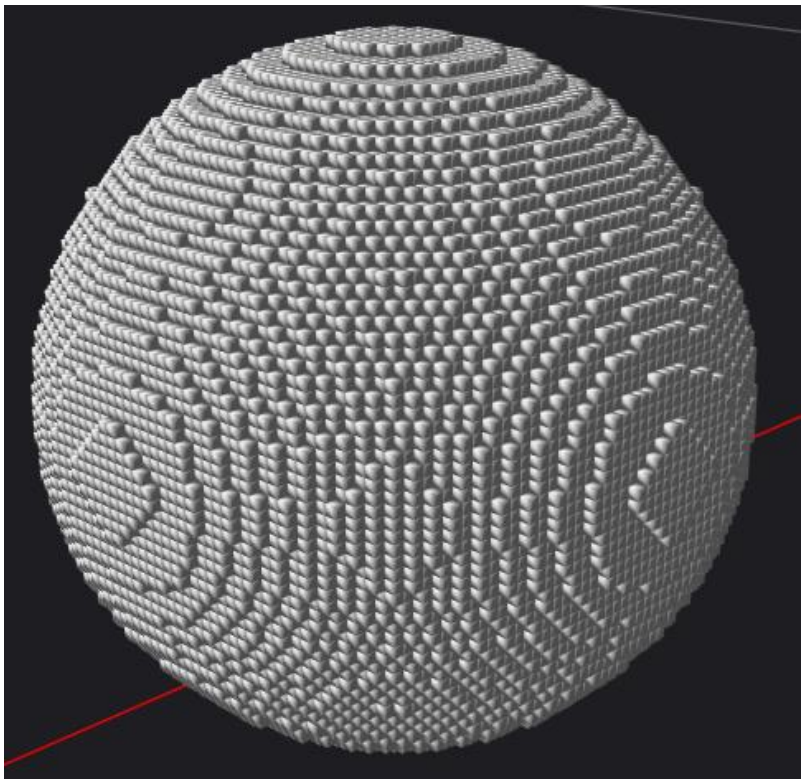
Kristian Berlin Jensen

CF-A1

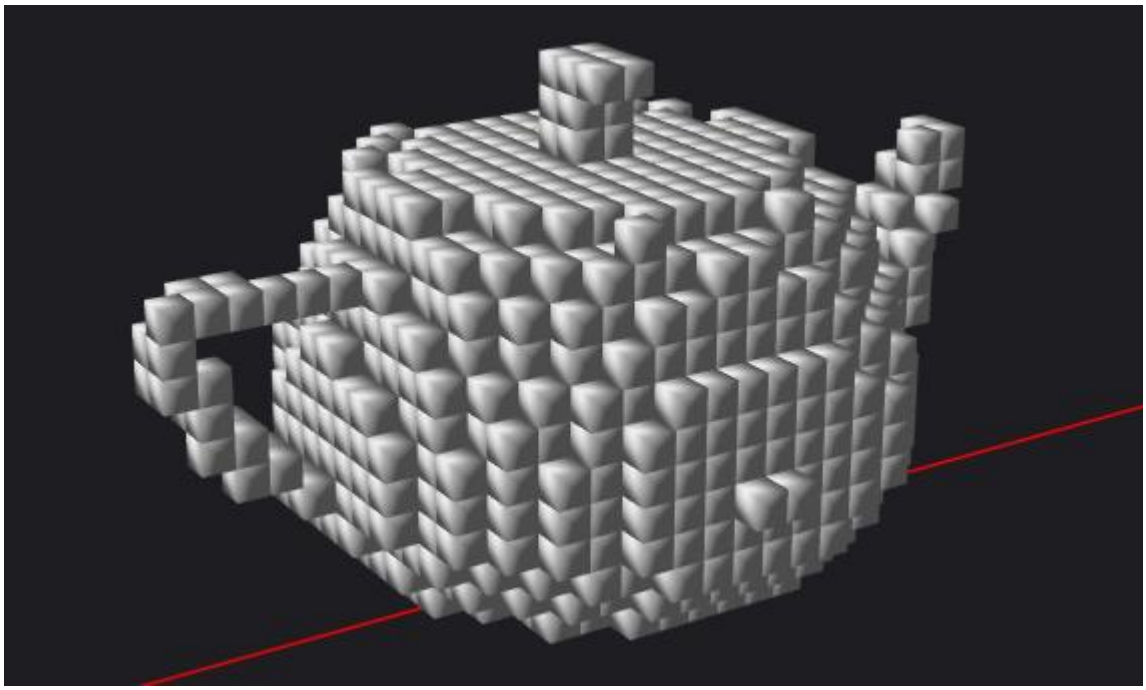
1. Images of all voxelizations
   - **Sphere**
     - 32x32x32



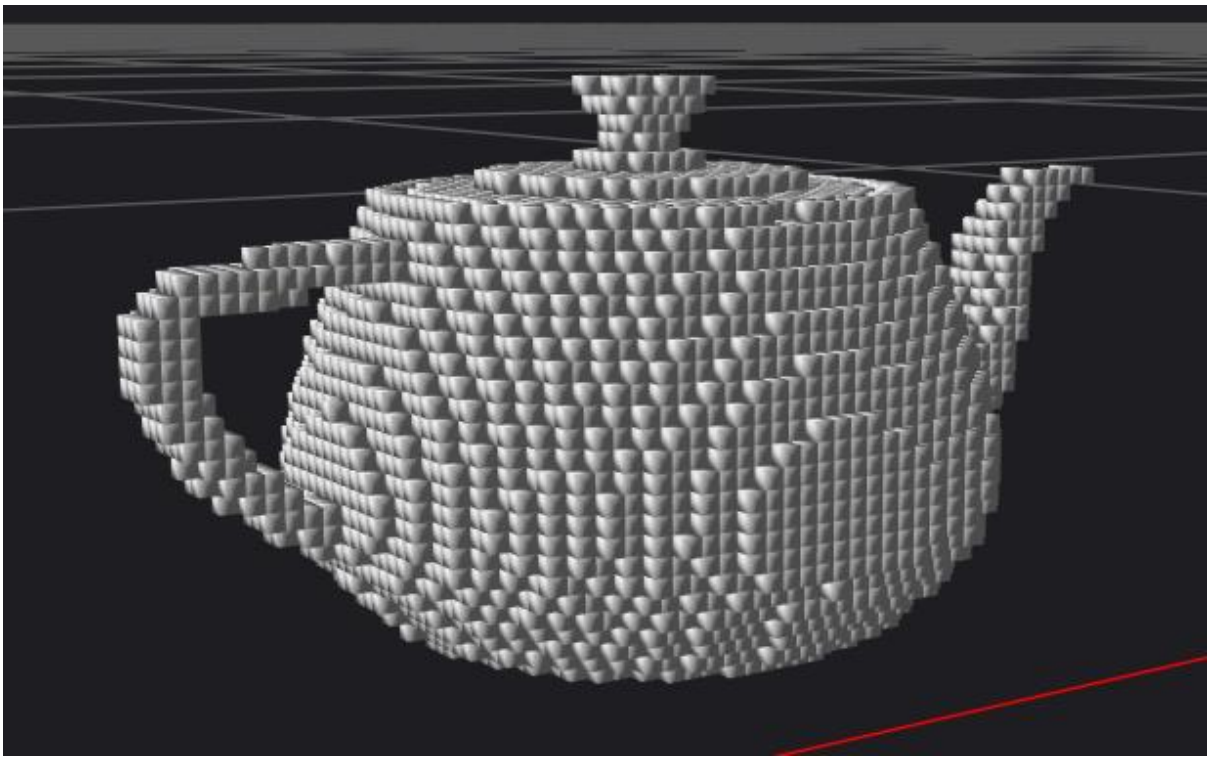
     - 64x64x64



- **Teapot**
    - 32x32x32



    - 64x64x64



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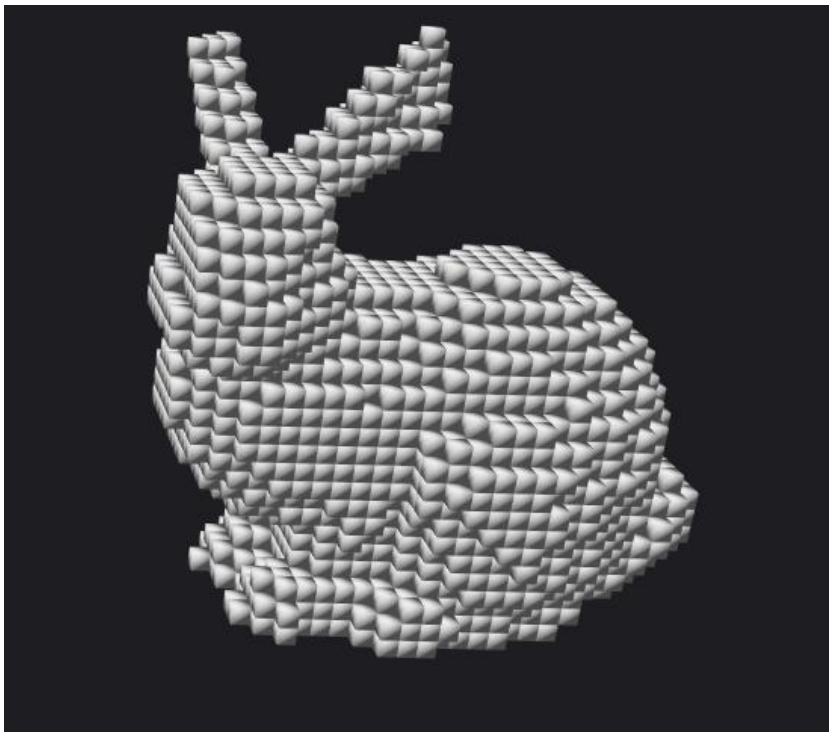
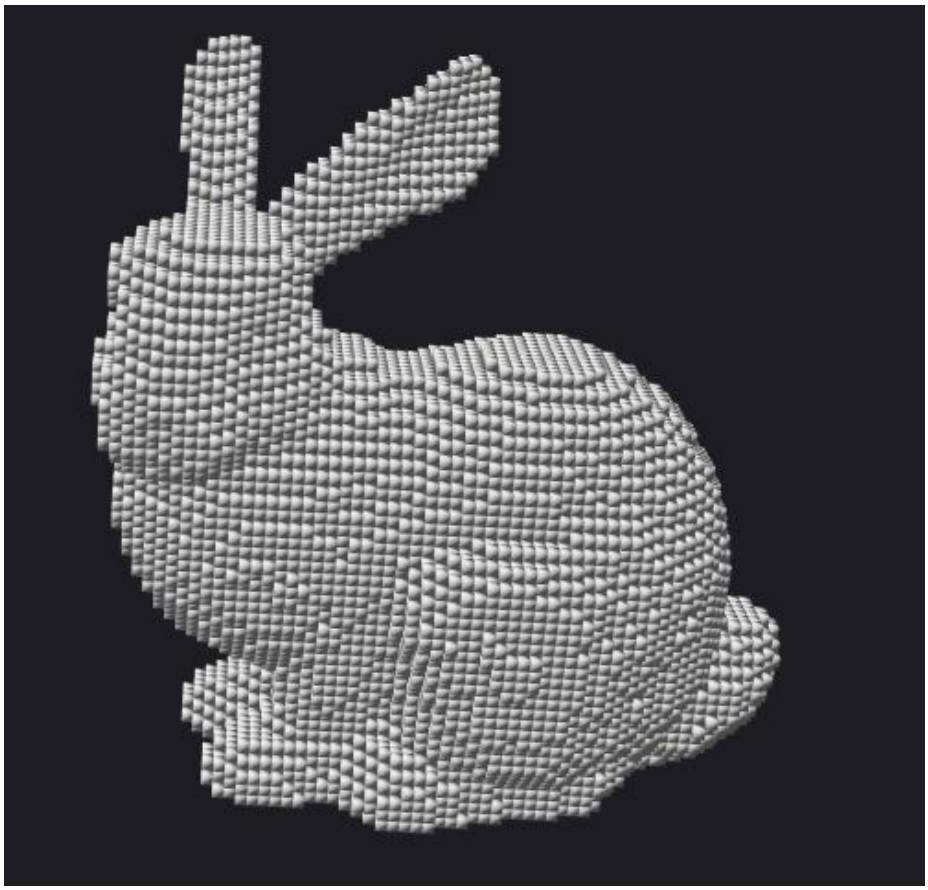
- **Bunny**
    - 32x32x32



    - 64x64x64



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2. References

https://en.wikipedia.org/wiki/M%C3%B6ller%E2%80%93Trumbore_intersection_algorithm#:~:text=The%20M%C3%B6ller%E2%80%93Trumbore%20ray%2Dtriangle,the%20plane%20containing%20the%20triangle

https://web.ma.utexas.edu/users/m408m/Display12-5-4.shtml

https://www.scratchapixel.com/lessons/3d-basic-rendering/ray-tracing-rendering-a-triangle/ray-triangle-intersection-geometric-solution.html

3. Problems with my code
    a. **Running time:** When I iterate over the x, y and z dimension I do it with 3 loops which makes the running time of my program O(dimensions^3). I assume there is a better way of doing this by using multiple rays.
4. Extra credit?
    a. I didn't do the extra credit.