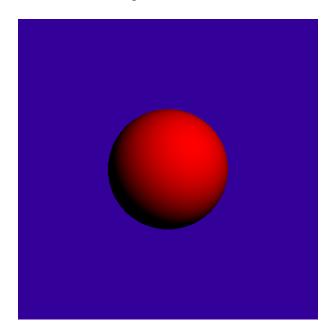
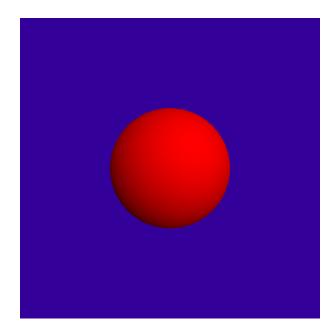
Sample Results

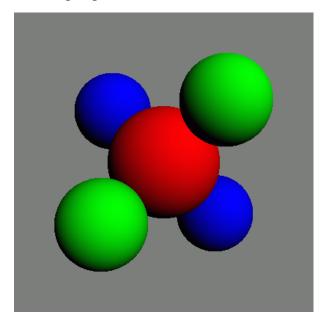
scene1_diffuse_light.txt



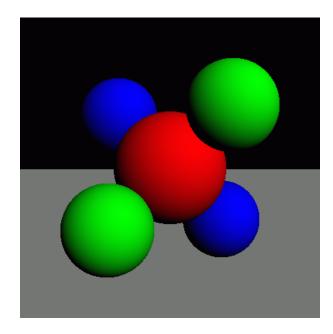
scene2_ambient_light.txt



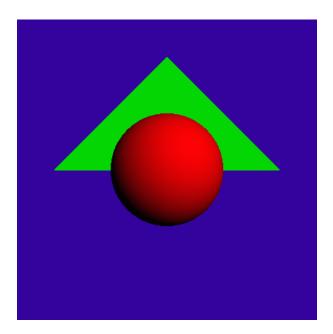
scene3_perspective_camera.txt



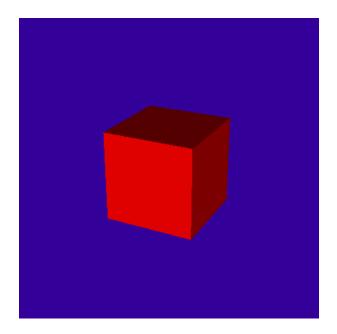
scene4_plane.txt



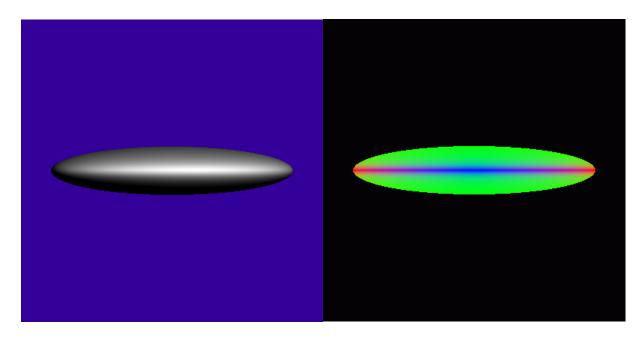
scene5_sphere_triangle.txt



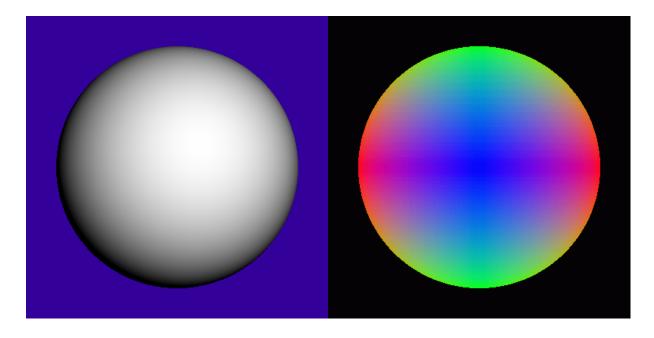
scene6_cube_mesh.txt



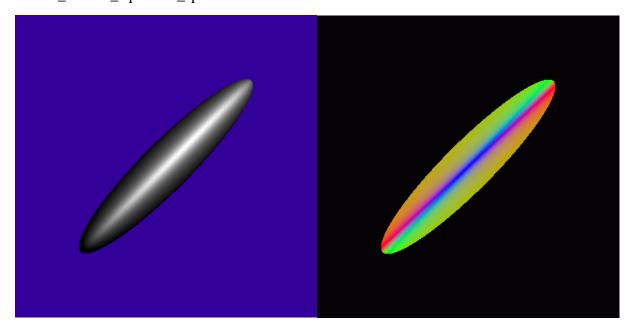
scene7_squashed_sphere.txt



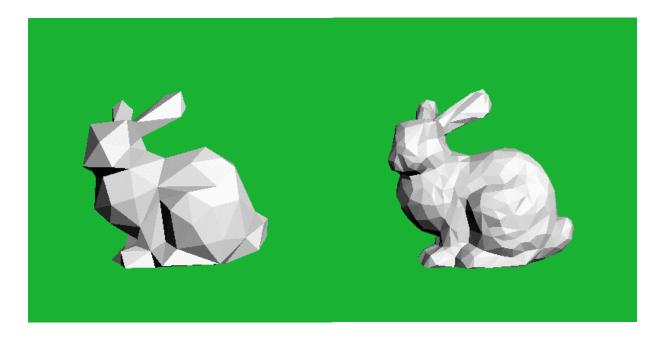
scene8_rotated_sphere.txt



 $scene 9_rotated_squashed_sphere.txt$



scene10_bunny.txt (with 200 triangles & 1,000 triangles)



scene11_axes_cube.txt

