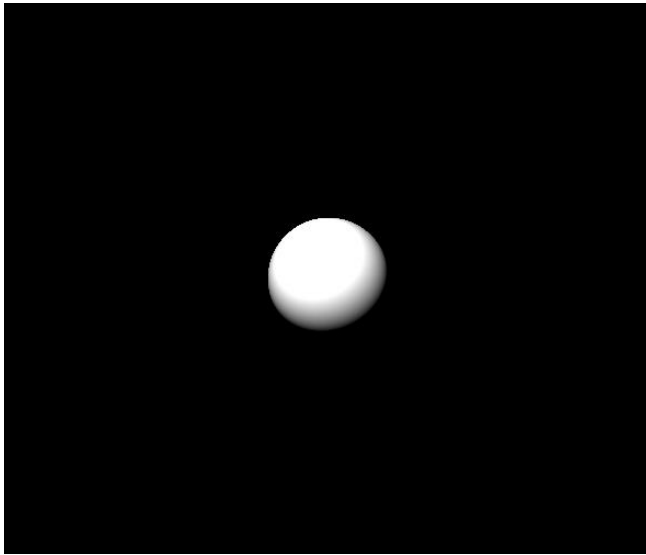


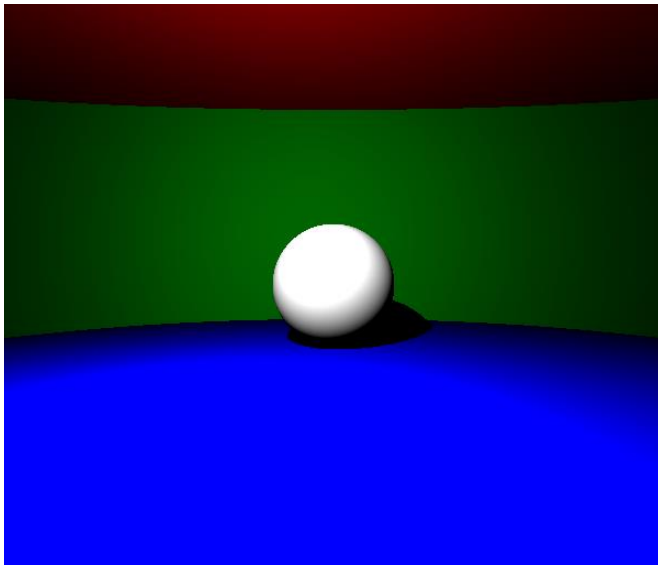
RAY-TRACER

ABDELRAHMAN SAMEH

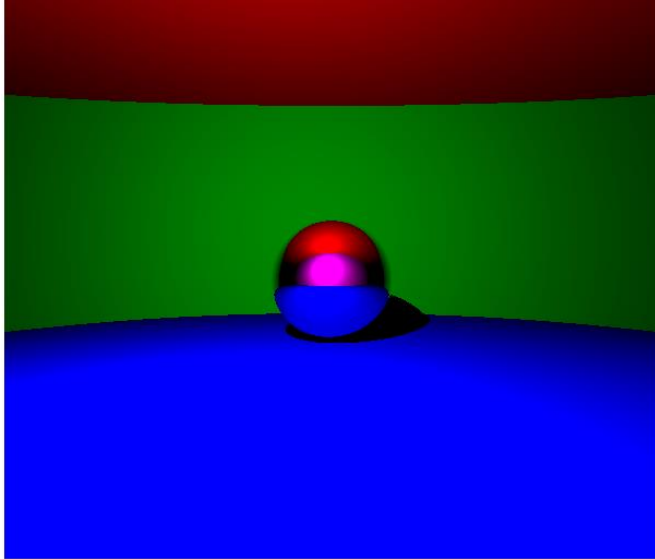
Single white diffuse sphere



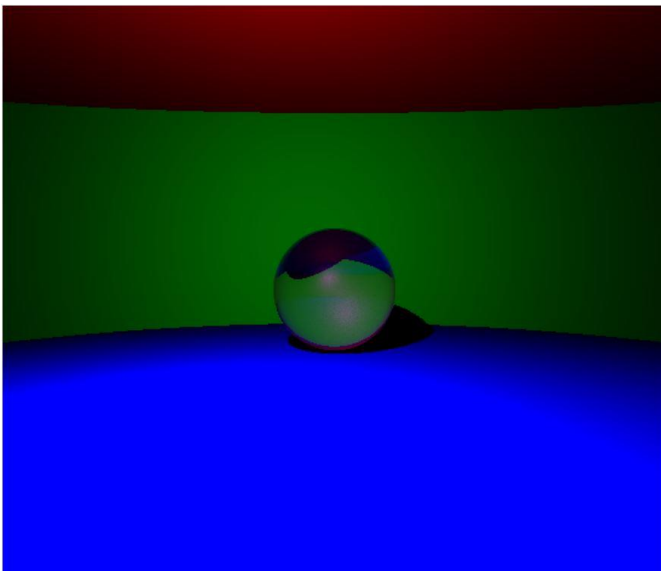
Single white diffuse sphere with background Shadows can be seen.



Mirror / Reflection



Transparent sphere with Fresnel and 1000 rays per pixel



Indirect Lighting on white sphere

