CON101: INTRODUCTION TO COMPUTER SCIENCE AND ENGINEERING
Assignment 2
Image Processing

Due Date: 31st August 2015

This assignment deals with creating a 3D scene and rendering using
"povray" a public domain ray tracing software.

To know more about the software one should visit www.povray.org.
To get introduced to the software students can refer to many online
tutorials.
Students who had created models using a CAD software in the earlier
course(s) can use them for importing to "povray" and render them.

The description of scene and its rendering parameters are specified in a
file which povray takes as input and generates output as an image file
which can be displayed.

Students are also required to create a small animation by moving the
viewing camera which can be done using a script.

The animation can be saved in some standard format to be viewed from some
movie player.

The software can be downloaded on a server for students in general
computing lab if already not available.

TA Contact:
"Dilpreet Kaur" <csz158041@cse.iitd.ac.in>
"Suraj Tripathi" <mcs152354@cse.iitd.ac.in>
"Pradeep Rawat" <mcs152350@cse.iitd.ac.in>
"Ashwini Purkar" <mcs152333@cse.iitd.ac.in>
"Imran Mohammed" <mcs152339@cse.iitd.ac.in>