**Name:** Aryavrat Gupta
**JHED ID:** agupt110
**Compiler / Environment / Platform Used:** GCC, macOS, Visual Studio Code (VS Code)
**Number of late days used:** 1

**Fully Implemented:**

1. Ray::Camera::drawOpenGL
2. Ray::ShapeList::drawOpenGL
3. Ray::TriangleList::drawOpenGL
4. Ray::Triangle::drawOpenGL
5. Ray::Sphere::drawOpenGL
6. Ray::Material::drawOpenGL
7. Ray::DirectionalLight::drawOpenGL
8. Ray::PointLight::drawOpenGL
9. Ray::SpotLight::drawOpenGL
10. Ray::AffineShape::drawOpenGL
11. Ray::Box::drawOpenGL
12. Ray::Cylinder::drawOpenGL
13. Ray::Cone::drawOpenGL
14. Ray::Torus::drawOpenGL
15. Ray::Camera::moveForward
16. Ray::Camera::moveRight
17. Ray::Camera::moveUp
18. Ray::Camera::rotateUp
19. Ray::Camera::rotateRight
20. Vertex buffer objects for Ray::TriangleList (already implemented)

**Partially Implemented:**

1. Ray::Texture::initOpenGL (commented out – was giving an OpenGL error)
2. Vertex Buffer objects for Ray::Sphere (commented out – was giving an OpenGL error)

**Left Un-implemented:**

1. Vertex Buffer objects for remaining shapes
2. Other tasks (E.g. full scene anti-aliasing, etc. )

**Other:**

Generate a `.ray` file describing a room scene with:

1. Four walls, a floor and ceiling.
2. A table, several chairs, etc. You may choose more interesting furnishings.

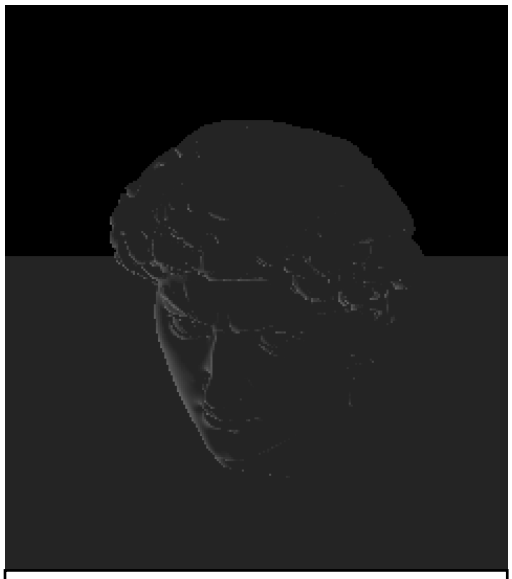
3. At least one transparent surface, perhaps the table top.
4. At least three texture mapped surfaces, each with a different texture.
5. At least three point or spot light sources.

Path to .ray file: Assignments/Static3D/**art3.ray**

Image for art contest (/agupt110_HTML/agupt110.art.Submission1.jpeg).

Note: The .ray file for art contest (/Assignments/Static3D/art3.ray) also makes use of other .ray files (chair.ray, table.ray, additional_objects.ray).

**Art Contest:**



Name: David

To generate the image:
.ray file used to generate the image is Static3D/david.ray. The image looks dark for some reason because of directional light. I tried using point light but it gives a darker rendering. I didn't implement accelerated ray tracing in Assignment 2, so this rendering seemed impressive enough.