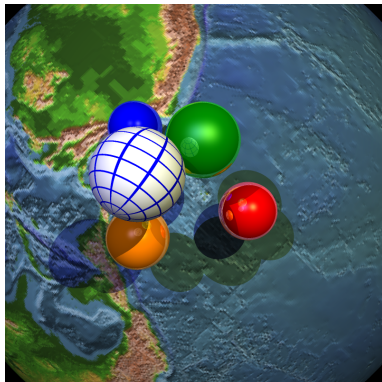


# Raytracing exercise 5, 6

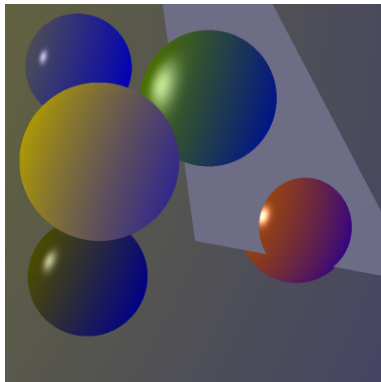
Bart Offereins  
Marco Gunnink

March 20, 2014

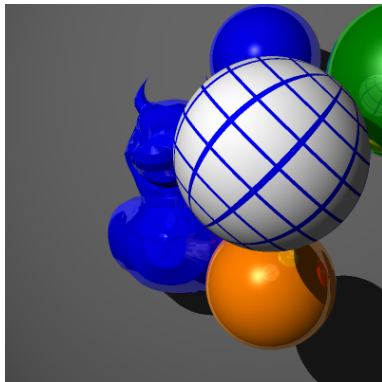
# Texture mapping & Rotation



# Gooch in your cooch



# Messes with meshes



# Epiqueeness

