

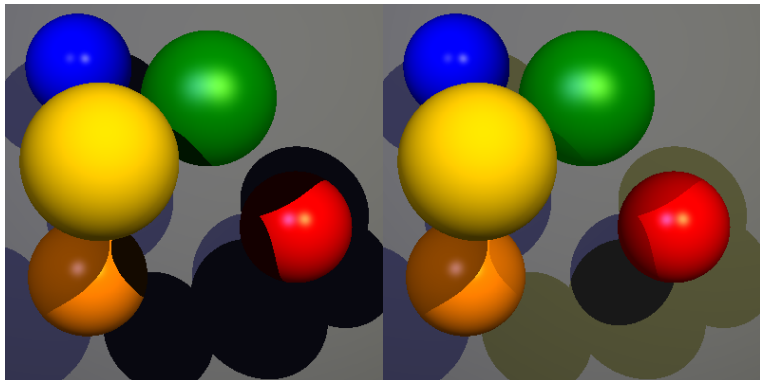
# Raytracing exercise 3, 4

Bart Offereins  
Marco Gunnink

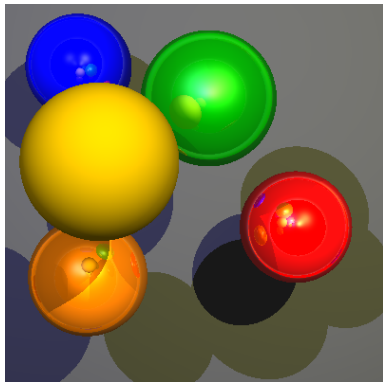
March 6, 2014

# Shadows

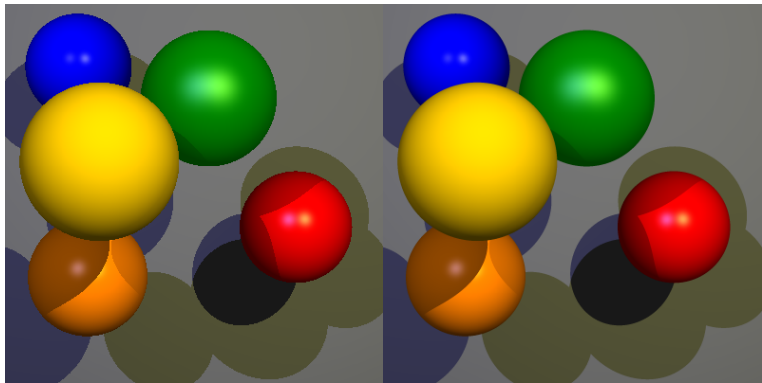
- ▶ Trace from hit point to light-source
- ▶ If a hit is found  $\rightarrow$  shadow



# Reflections



# Anti-aliasing



# Camera

