

## Depth Rendering Solution

### Procedure:

1. Define an intersection
2. Check if ray intersects with the object in the scene
  - a. If no, return 0 (black)
  - b. Else, the intersection is stored
3. The depth is normalized to the near and far plane
4. Rescale the depth to the near and far plane
5. Apply the gamma correction to the rescaled depth

Time spent: 10 hours on installation of QT, 1 hour to render the depth, 5 hours to figure out how to do UML diagram.