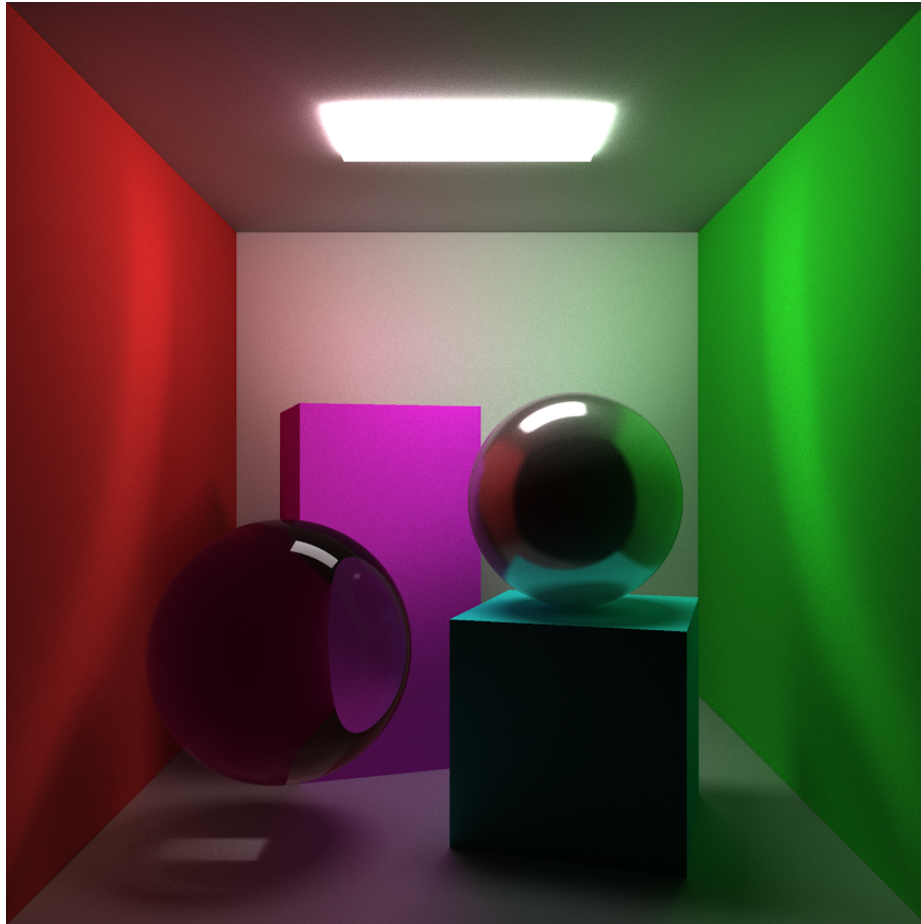


Computer Graphics

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Raytracer



- Completed the Lab
- Monte Carlo based Global Illumination with explicit light sampling
- Diffuse scattering
- Caustics
- Glossy Reflections
- Bounding Volume Hierarchy
- Multi Sample Anti Aliasing
- OpenMP CPU Parallelization
- Object and Material Loader¹

```
make && bin/raytracer
```

¹ This is reused in the other renderer
Requires OpenCV and OpenMP