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Project 2 Pathtracer:

Things implemented:

1) Full global illumination by pathtracing rays through the scene.
2) Properly accumulating emitance and colors to generate a final image
3) Super Sampled antialiasing
4) Parallelization by ray instead of by pixel via string compaction
5) Perfect specular reflection

Additional requirements-:

1) Refractions and
2) Depth of field.

PS: Blog address
http://raytracerpathtracer.wordpress.com/pathtracer/