

*For the programming task you have to use C++
A pull request has to be made for the solutions(C++ code and generated images).
The pull request is in your repository from the github classroom assignment:*

<https://classroom.github.com/a/zh9ighUI>

For questions and help refer to the course's discord server:

<https://discord.gg/kkr83dZS>

Or the course's e-mail:

raytracingcourse@chaos.com

Task 1.

Generate images using **ray tracing** based on the provided files that contain information about 3D scenes. Apply optimizations such as multithreaded rendering of regions, buckets (according to the size specified in the scene), and scene AABB. Record and share the rendering time results, before and after each optimization:

- Scene 0: [link](#)