

*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 an image using the provided files, which contain information about 3D scenes. The images should be generated using ray tracing: generating camera rays and their intersections with the triangles of the objects in the scenes. To parse the file, you can use RapidJSON: <https://github.com/Tencent/rapidjson/releases>

Color the pixels where triangles are visible according to your choice:

- Scene 0: <https://bit.ly/35HyDXo>
- Scene 1: <https://bit.ly/3x58QUe>
- Scene 2: <https://bit.ly/35HxvTB>
- Scene 3: <https://bit.ly/3r7n0k9>
- Scene 4: <https://bit.ly/3uZlf8u>