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