

*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. These scenes include refractive material. Experiment with different indices of refraction, light path depth, and Fresnel equations:

- Scene 0: <https://bit.ly/3Mmj2z8>
- Scene 1: <https://bit.ly/450EUr9>
- Scene 2: <https://bit.ly/3VXJQc9>
- Scene 3: <https://bit.ly/3BIAbmf>
- Scene 4: <https://bit.ly/3W2PzNQ>
- Scene 5: <https://bit.ly/42RxCDZ>
- Scene 6: <https://bit.ly/3MmmYyL>
- Scene 7: <https://bit.ly/3M0IObJ>
- Scene 8: <https://bit.ly/3BIViEK>