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/zh9ighUl
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. For the pixels where triangles are visible, choose a color based on the barycentric coordinates of the corresponding intersection:

- Scene 0: https://bit.ly/3OKHzNA
- Scene 1: https://bit.ly/3vmYgHd

Task 2.

Generate images using **ray tracing** based on the provided files that contain information about 3D scenes. Consider the material (type, albedo, smooth shading) for each object:

- Scene 2: https://bit.ly/3EWSCyG
- Scene 3: https://bit.ly/3kADy0l

Task 3.

Generate images using **ray tracing** based on the provided files that contain information about 3D scenes. In these scenes, the materials are reflective:

- Scene 4: https://bit.ly/3OFOzLk
- Scene 5: https://bit.ly/3LCup5u