

*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](mailto:raytracingcourse@chaos.com)

## **Task 1.**

Generate images using **ray tracing** with the provided files that contain information about 3D scenes. The scenes include information about lighting, which should be considered when "coloring" the pixels where triangles are visible. Experiment with different **albedo** values (not specified in the scenes):

- Scene 0: <https://bit.ly/37aQAOI>
- Scene 1: <https://bit.ly/3jtmgBw>
- Scene 2: <https://bit.ly/3O7FBpQ>
- Scene 3: <https://bit.ly/3LeHHT8>