

*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** based on the provided files that contain information about 3D scenes. This time the scenes are containing materials with textures attached to them, from which the albedo must be read:

- Scene zip: <https://bit.ly/4bwj80a>