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, then compile these images into a short clip that demonstrates as many functionalities covered in the course as possible (generation of camera rays, intersection of triangles, lighting, reflective and refractive materials, multithreading, acceleration structures, etc.). Your clips should include something animated over time (camera, lights, geometry, etc.). You are free to modify these starting scenes as needed:

- Scene 0: link
- Scene 1: link
- Scene 2: link