HOW TO USE

How to run the code:

1.   Open the directory containing the Master.java file in terminal. (It will be in the src folder)

2.   Then enter the following lines to compile the code: >> " javac Master.java "

3.   Once it has compiled, enter the following lines to run the code: >> " java Master "

4.   The code will then run and display " IMAGE COMPLETED :) " when finished.

5.   It will generate an IMAGE.png file in the src directory which will contain the rendered image

Customizability:

1. There are 4 variables you can edit to customize the Tyndall effect:

        a. Steps

        b. delta

        c. enhance

        d. Method

2. These 4 global variables that can be edited at the top of the Tracer2.java file.

3. Steps will change the number of points used per Ray.

4. delta will change the distance between the points in the ray (intensity increases when points are closer)

5. enhance will affect the factor by which the pixel color is scaled

6. Method is either a 0 or 1 value,

        a. 0 -> equidistant ray marching method

        b. 1 -> randomized ray marching method