第二阶段目标：生成cornell box（简单的三角架构，直接hit）

第一阶段目标：生成简单的BMP图像

hit

Ray

camera

Triangle

Singleton

Sphere

Rectangle

Shape

Matte

Emissive

Reflective

Material

Object

BBox

Raster

World

Render the objects: call bitmap rendering

Timer

Time counting: Time used for each module (latter debugging)

Height: 4

Length: 4

Width: 5