

Work Distribution

Week 1

Task	Member
Line-sphere intersection method	Morten
Vector methods implemented	Morten
Setup scene	Rasmus & Wind & Morten
Display the result in WPF (Windows Presentation Framework)	Rasmus
Basic Algorithm	Rasmus & Wind & Morten

Week 2

Task	Member
Reflection-implementation	Morten & Wind
Color blend methods	Morten & Wind
Shaders	Morten & Wind
Plane intersection	Rasmus
Triangle intersection	Rasmus
Started on meshes-implementation	Rasmus
Lights	Wind
Hard Shadows	Wind

Week 3

Task	Member
Meshes	Rasmus
Core Algorithm improvements	Wind & Morten
Refractions-implementation	Wind & Morten
Area lights (later discarded)	Wind & Morten

Week 4

Task	Member
Refactoring	Morten & Wind
OBJ import (incomplete)	Rasmus
Soft Shadows	Wind
Fresnel equations for transparent objects	Wind & Morten