Beyond the basic final image of the ray tracer, I added more spheres to create a more varied landscape with different reflections and refractions. I added texture mapping instead of just using solid colors for the spheres. This was done by creating a noise texture to simulate more natural looking surfaces. The noise texture was based on perlin noise. I also added fractal brownian motion in the texture class. I changed the camera positioning and lighting model as well to increase the realism of the image.