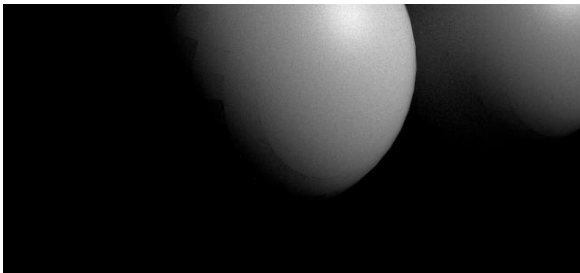# Fundamentals of Computer Graphics
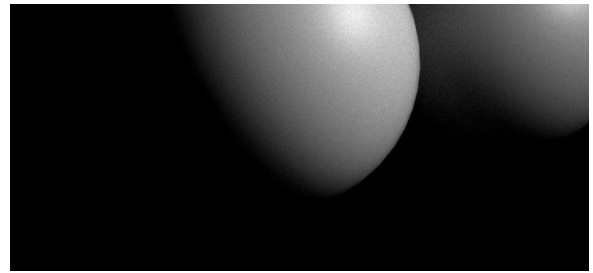## A.A. 2021/2022

Stefano Zeppieri 1793449

- **Shadow Termination:** The only extra credit I choose to do for this homework is the shadow termination one. I followed the formulas provided in *Raytracing Gem 2 – Chapter 4* and added them to the `yocto_scene.cpp` file into the `eval_position` function when it checks if the shape triangles are not empty.

  Running the command below give these results before (left) and after (right) the shadow termination fix:

  ```
  ./bin/ypathtrace --scene tests/06_shadow/shadow.json --output
  out/lowres/06_shadow_720_256.jpg --shader volpathtrace  --samples 256 --resolution 720 --
  bounces 64
  ```


Before

After