



Laboratory Six: Preparation for Assignment 3

Introduction

The purpose of this laboratory is to prepare you for assignment three. Assignment three is based on a framework for a ray tracing program. This framework provides a lot of the utility code that you need for writing a ray tracer so you can concentrate on the ray tracing specific code. The framework is provided as both Eclipse and Visual Studio projects, which you can download from Blackboard.

Download and Test the Framework

Start by reading the first two pages of the assignment. This covers the material that you will need for this laboratory. Next download one of the projects that are provided on Blackboard for this assignment. If you are using Windows I recommend using the Visual Studio project and if you are using Linux I recommend using the Eclipse project. Build and test the framework using the scene01.yaml file (this file is part of the code that you downloaded). The result that you get should be similar to the first image in the assignment handout. If you have any problems with this see the TA now so you won't have problems when you start the assignment.

At this point you have the framework working and you are ready to start the first part of assignment three.

Laboratory Report

Submit a screenshot of your result in the Blackboard dropbox.