Project 3 Assignment Report

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For this assignment, I mainly Changed Shape.h, Shape.cpp, StaticRayTrace.h, StaticRayTrace.cpp, Auxiliary.h files

This assignment mainly implements the reflection with ray tracing.
The most important function is "TracePath" with changes three functions which are SampleBrdf, PdfBrdf, and EvalScattering.
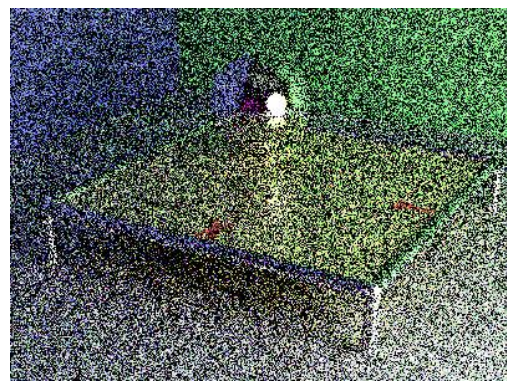I implemented three cases that are related to D function calculation.
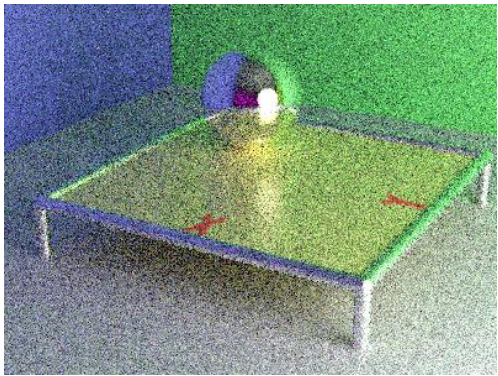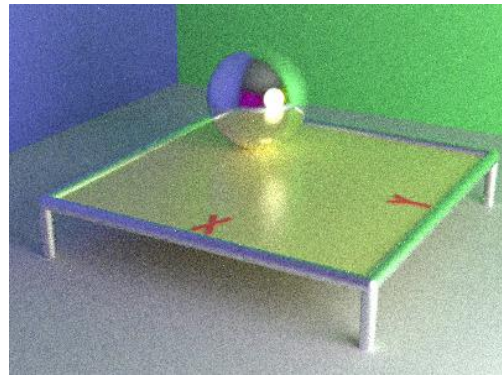
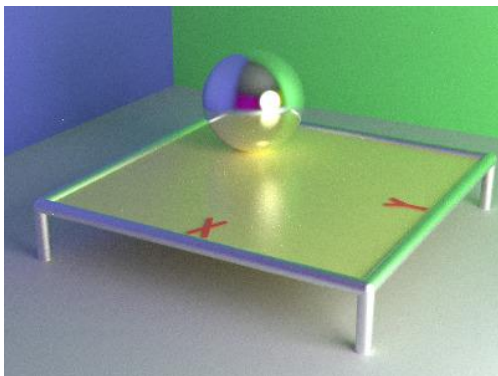## Result of D function - Phong:
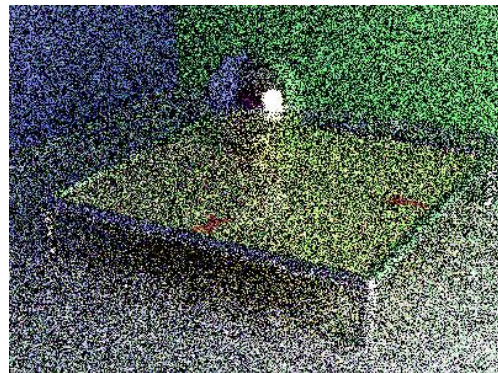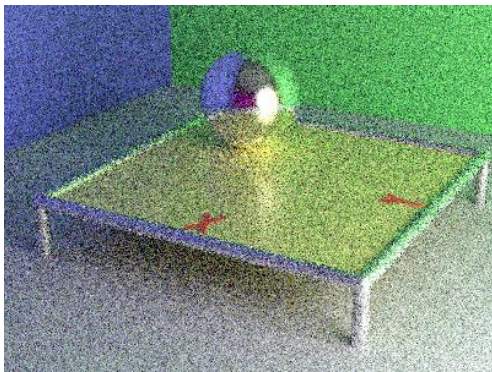
pass 1:

pass 8:

pass 64:

pass 512:

pass 4096:

Result of D function - GGX:

pass 1:

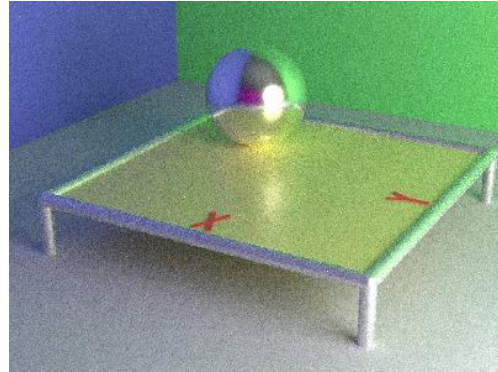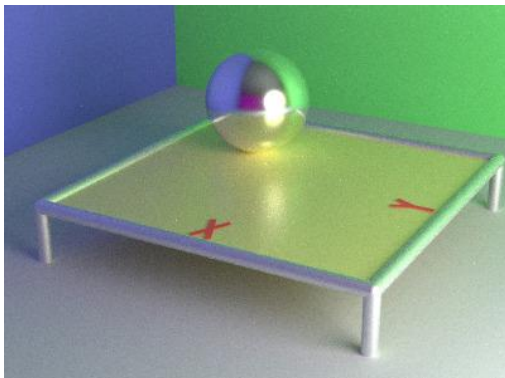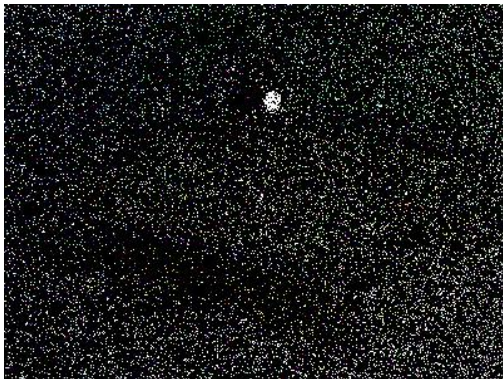

pass 8:
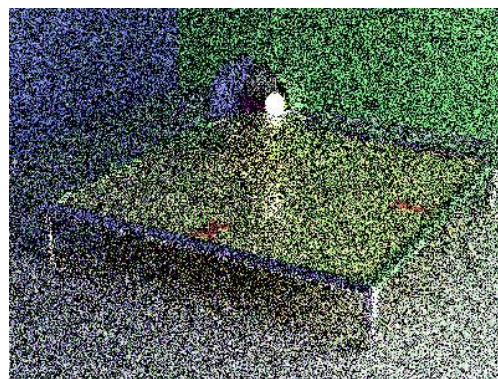

pass 64:

pass 512:

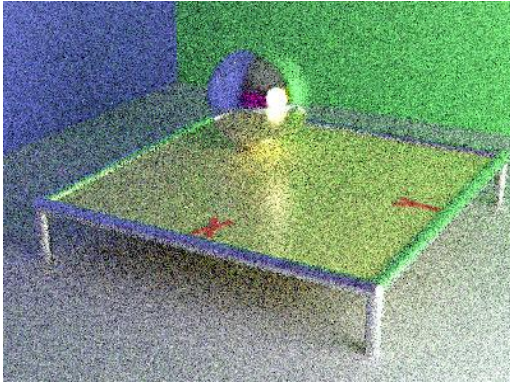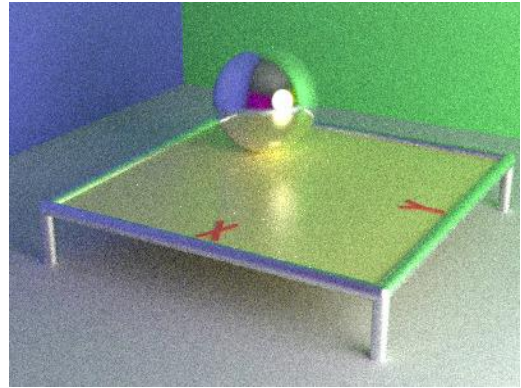pass 4096:

Result of D function - Beckman:

pass 1:

pass 8:

pass 64:

pass 512:

pass 4096: