Project 2 Assignment Report

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For this assignment, I mainly implemented Shape.h, Shape.cpp, StaticRayTrace.h, StaticRayTrace.cpp, Auxiliary.h, and Helper.h files.
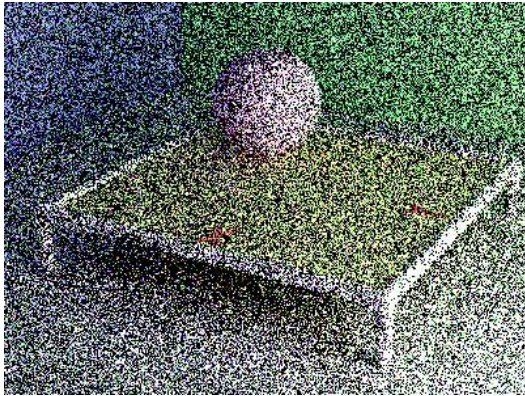
This assignment mainly implements the first step of ray tracing.
The most important function is "TracePath" for tracing all intersection rays.
I implemented two cases which are implicit path and implicit and explicit path.

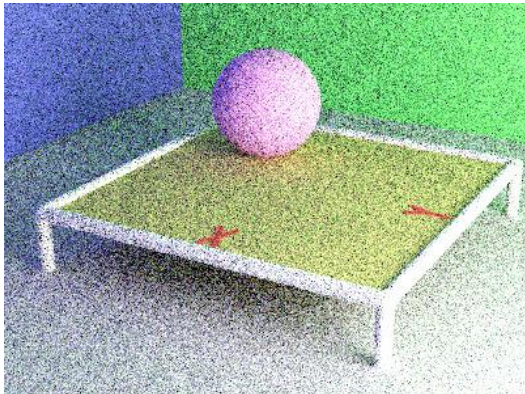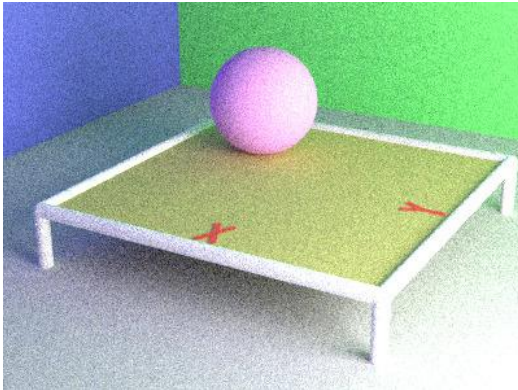These are results of only implicit paths with 1, 8, 64, 512, 4096 passes
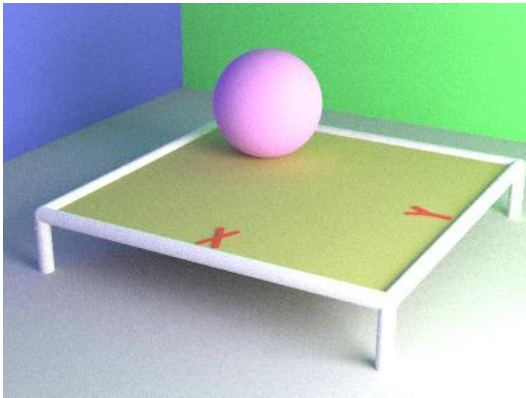pass 1:

pass 8:

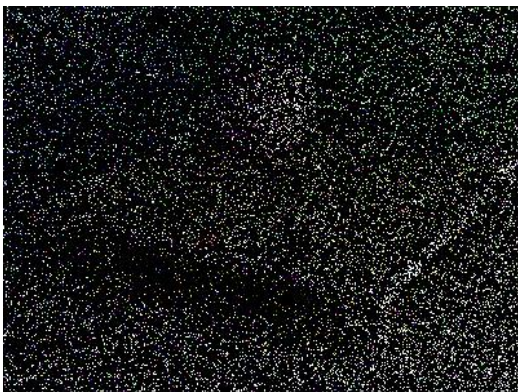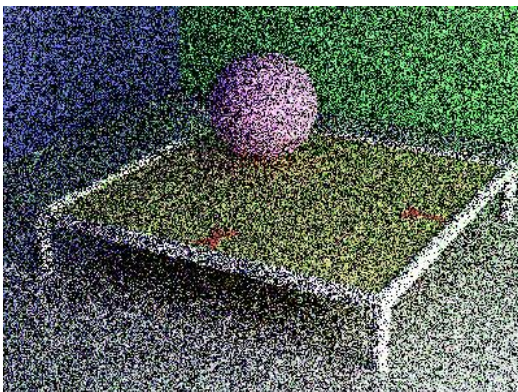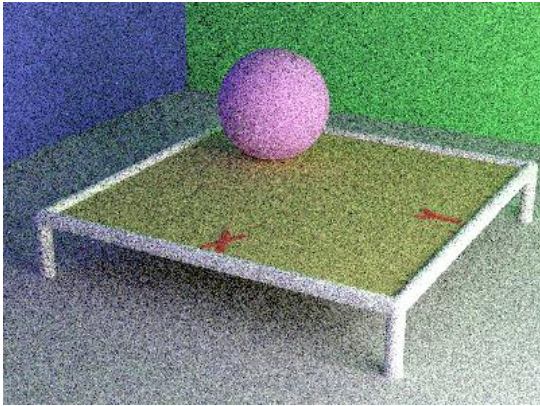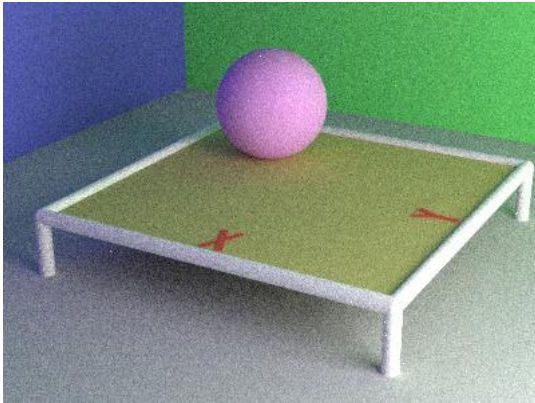

pass 64:

pass 512:

pass 4096:

These are results of implicit and explicit path with 1, 8, 64, 512, 4096 passes

pass 1:

pass 8:

pass 64:

pass 512:

pass 4096: