



SONOMA STATE
UNIVERSITY

Graphics Final Project

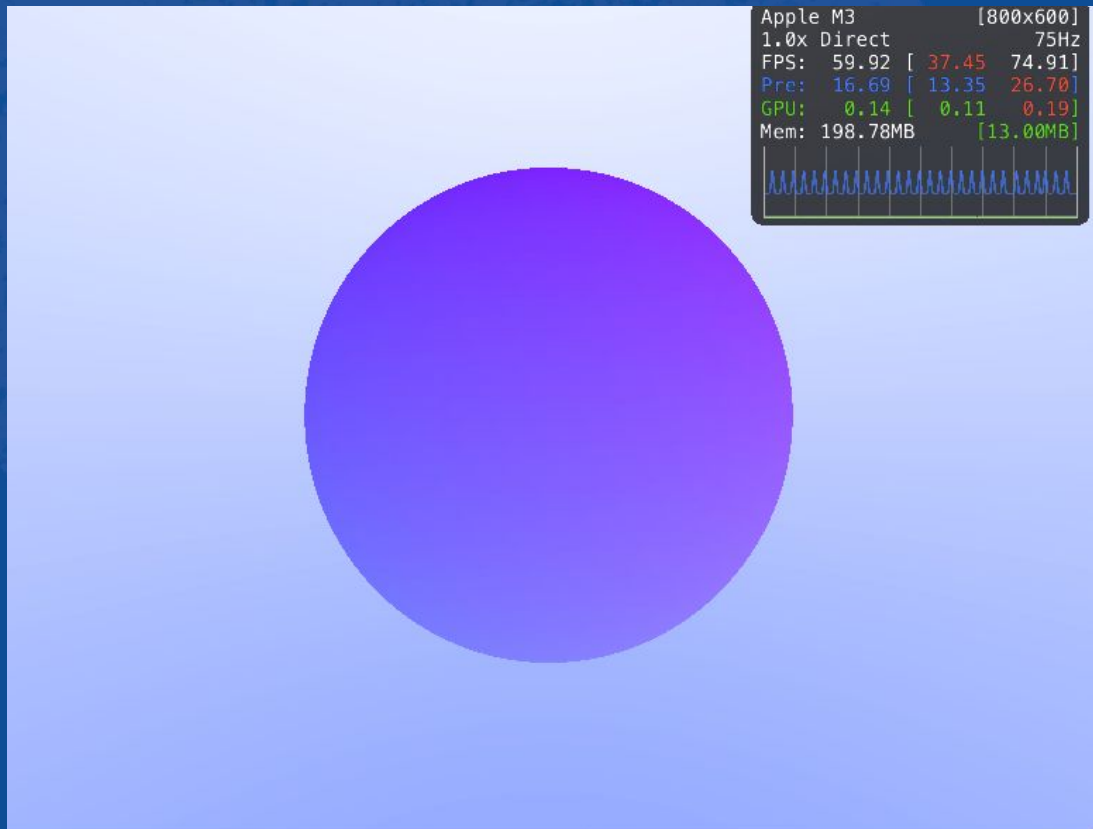
By Justin Amstadt

Original Plan

- Make a raytracer using Metal
- Use my own model loader
- Make something that looks cool

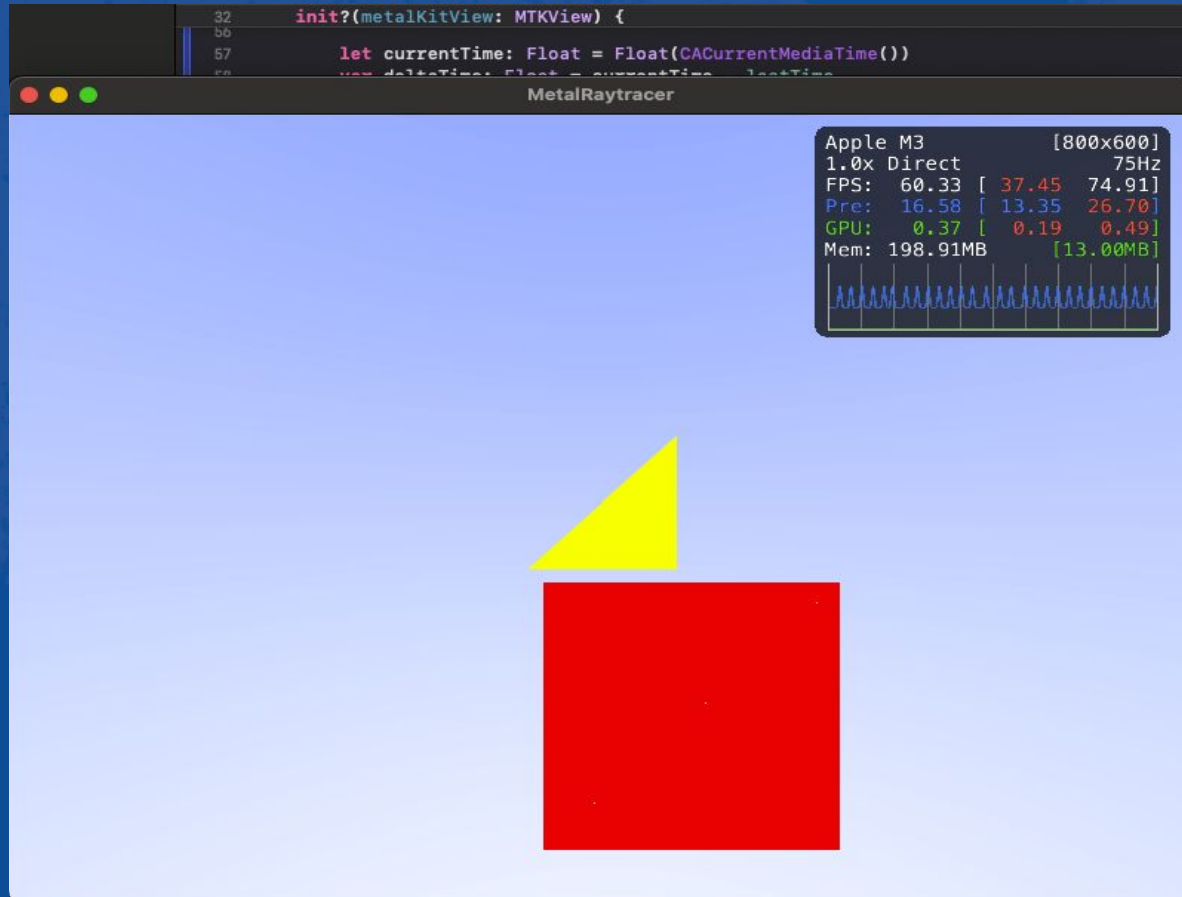
Current State

Sphere with
normal mapping
(Not successful)

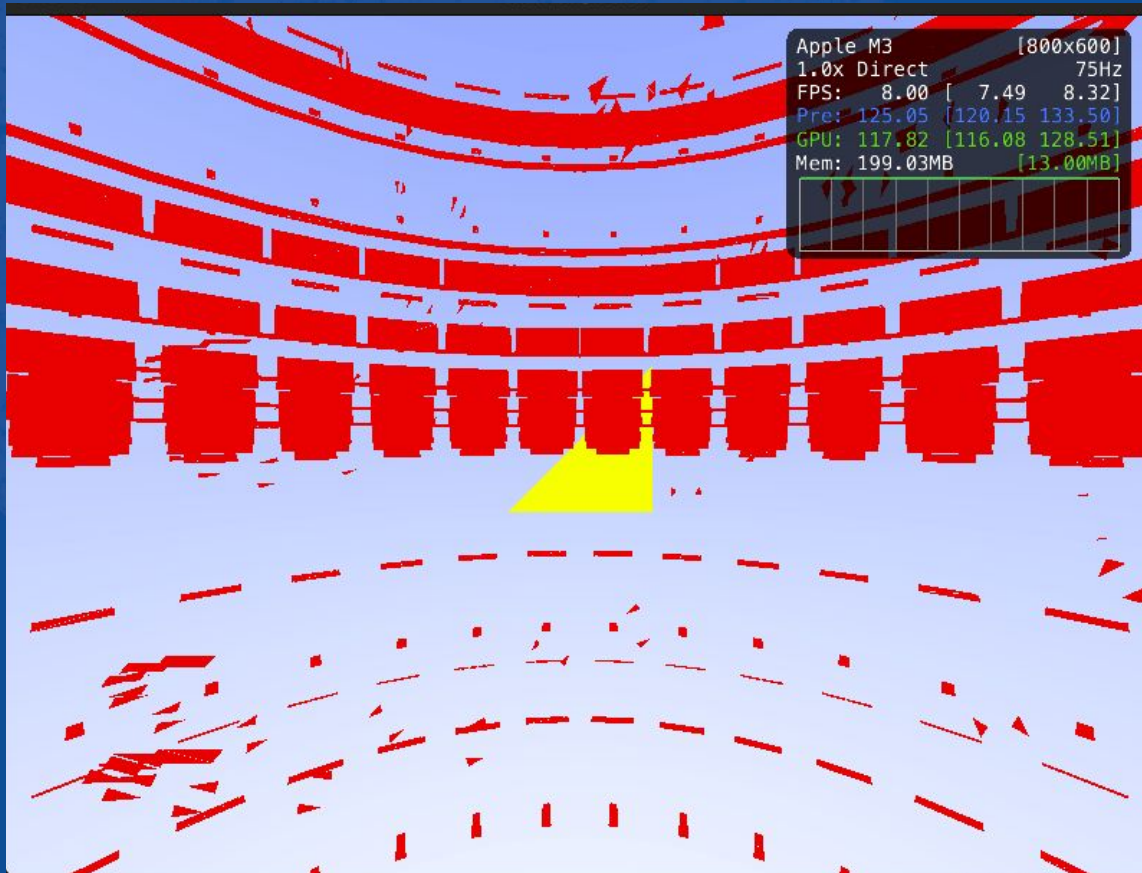


Current State

Quads and
Triangles



Teapot model kind of loads





What I learned



Largest Challenge:

Getting an initial setup to run with a XCode and getting data into the GPU

Wow Moment:

It was cool when anything from the model file showed up on the screen