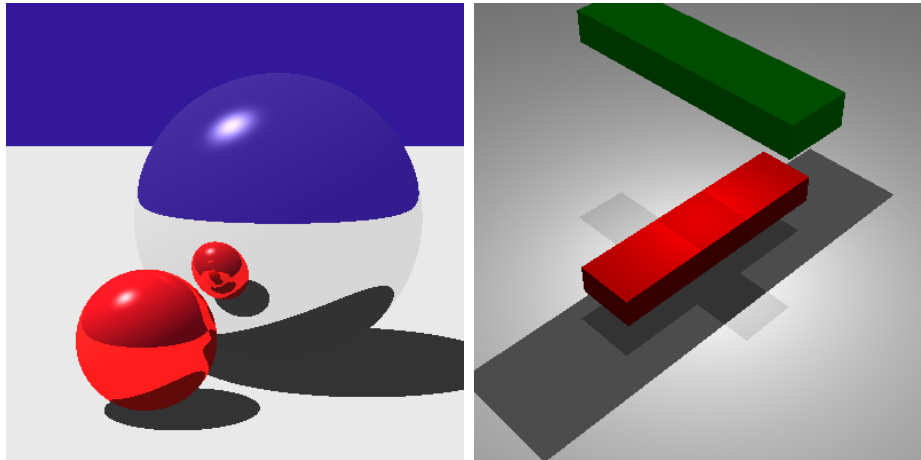


Code sample

This code implements the Whitted ray tracing algorithm. It renders planes, spheres, and triangle meshes. It is based on instructions and starter code found [here](#). When run, these two bitmap images will be created in the source file directory:



Build Instructions

For Windows, a Visual Studio solution is included in same directory as this file. Click the `.sln` file. Once it loads, press the F5 key to build and run. Visual Studio 2010 Express C++ can be downloaded for free at [this website](#). You can also import the source files into your favorite IDE and compile there.

A makefile is also provided for Unix based systems. It hasn't been tested though. Run these two commands in the directory where the source files are located:

```
>>> make
>>> ./raytracer
```