Project 1: Ray Tracing Basic

CG Sping 2019
due: before Final Project Presentation

Exercises

Follow the instruction in *Raytracing in A Weekend*, and *Raytracing in the Next week* to make your own demo scene, which should meet the requirements listed below (10% in total).

- Scene reconstruction (2%)
- Colour (2%)
- Reflection (2%)
- Transparency (2%)
- Shadow (2%)

  *Bonus:
- Super sampling (2%)
- Spatial data structured (2%)

What need to be submitted are a report includes your demo scene result, and a RUNNABLE .exe file which can render the same picture as what you have attached in the report.

Here is an example of result,