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,

