

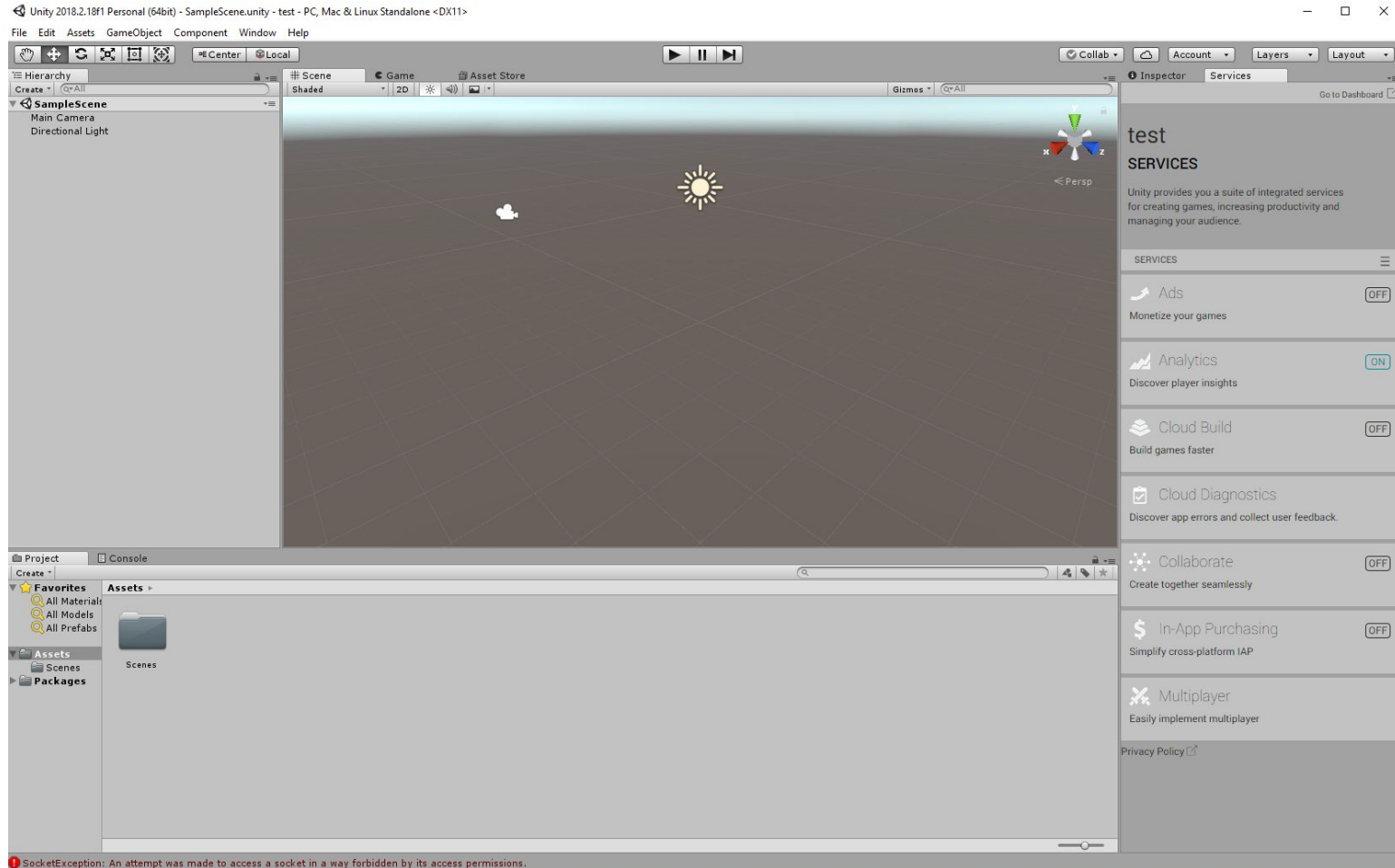
Assignment 01 setup

CSC305 lab01

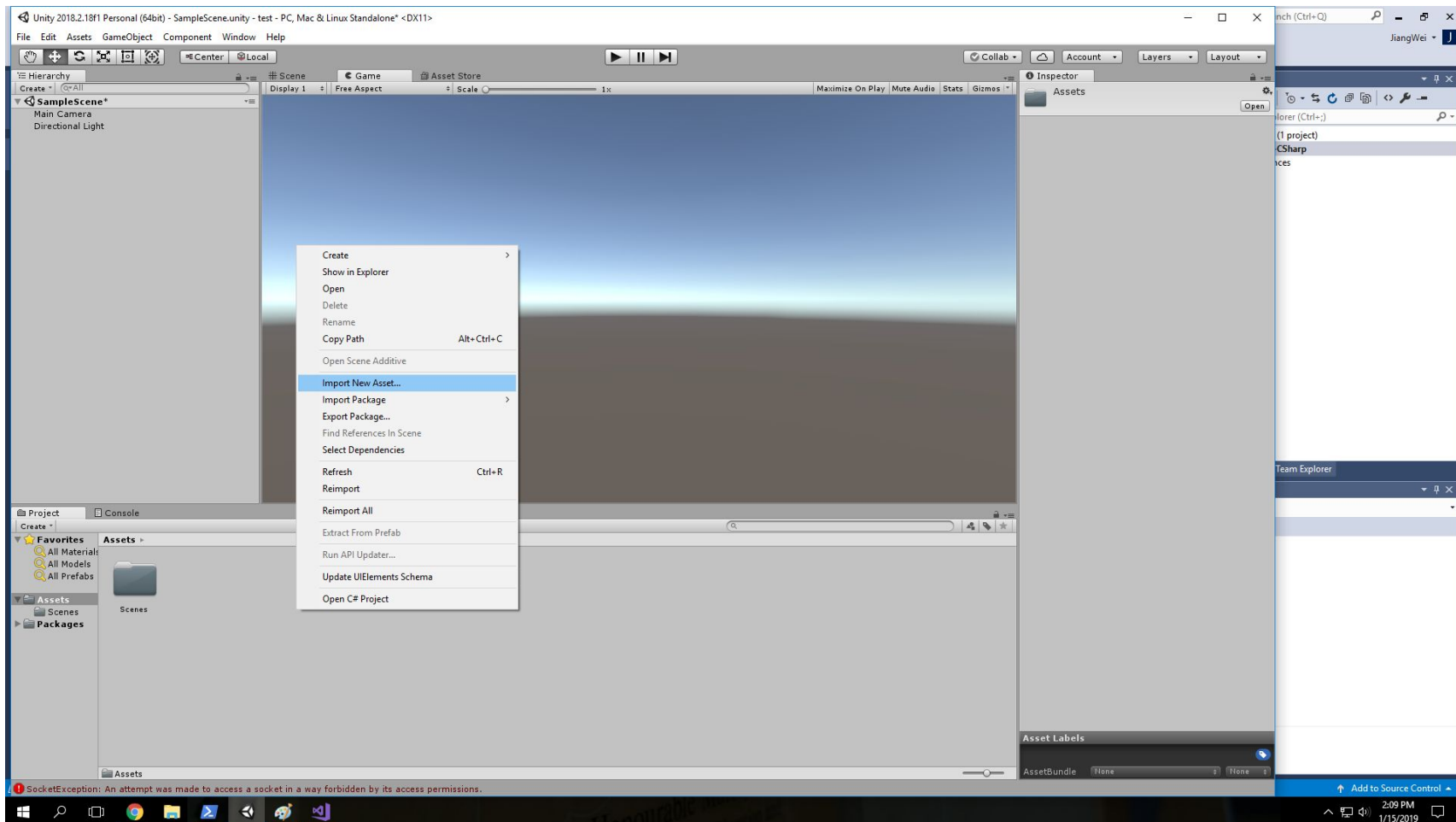
Git clone the lab repo

github.com/jiangwei221/csc305-labs

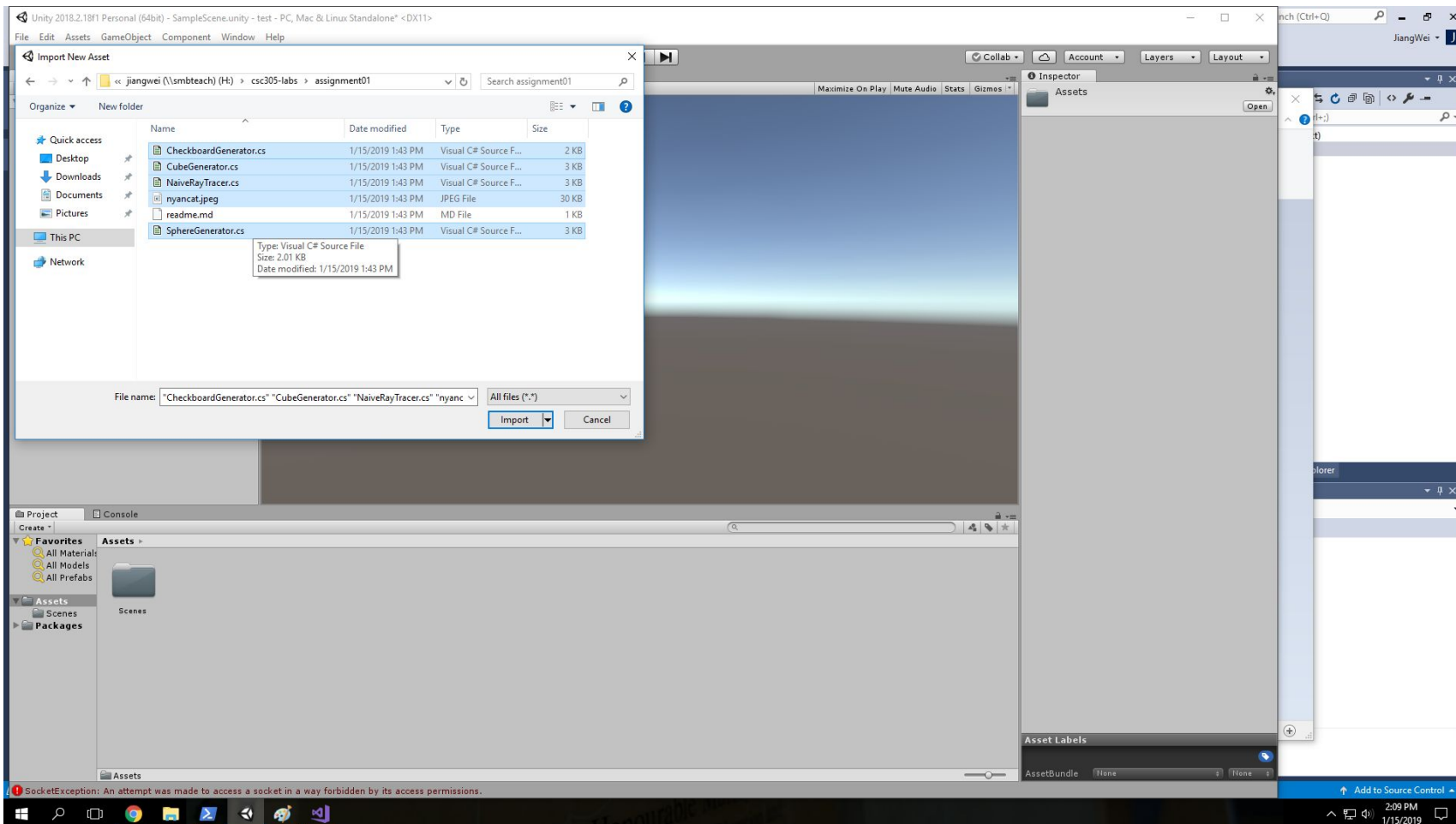
Create new project



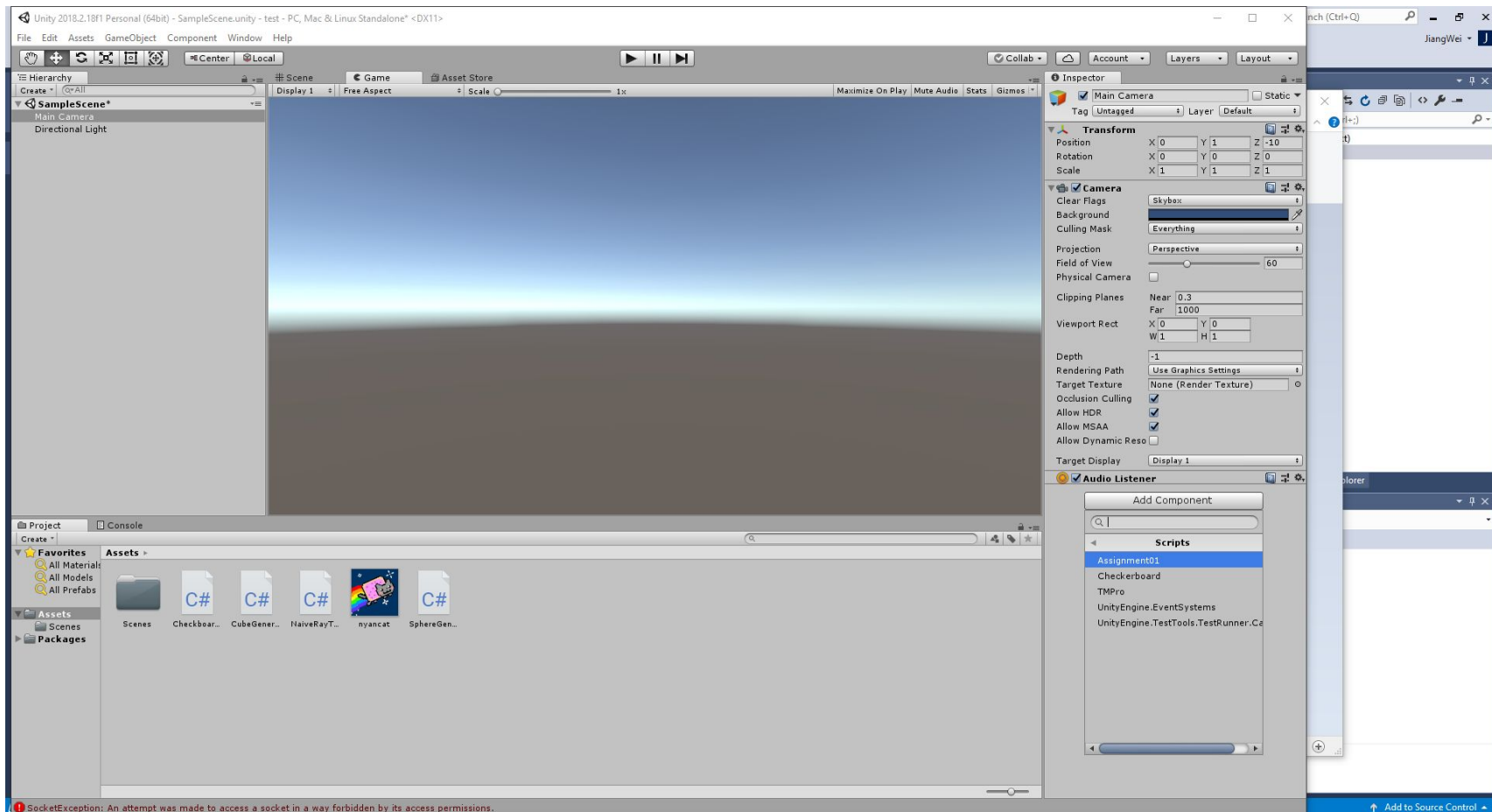
Import skeleton code



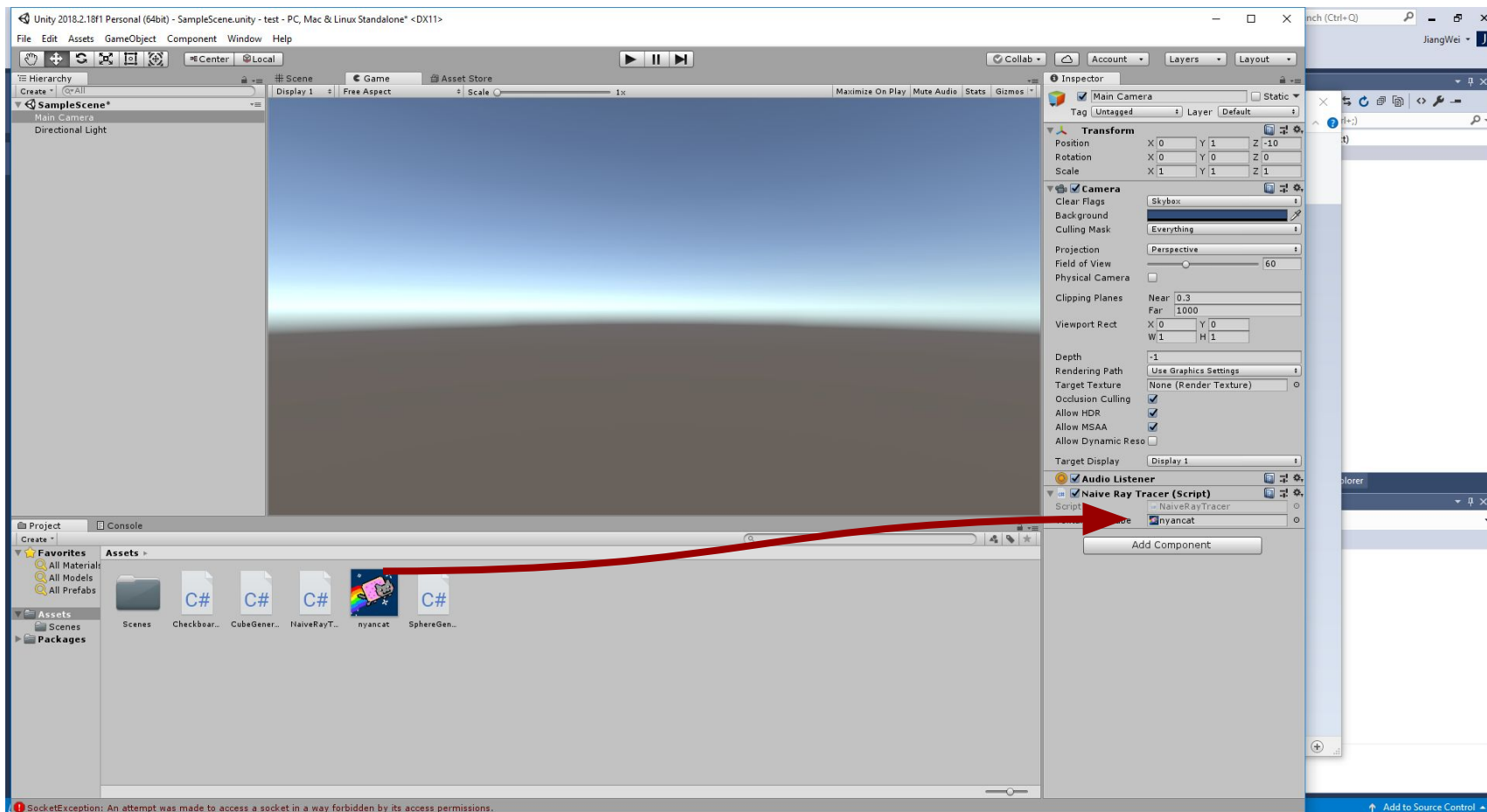
Import skeleton code



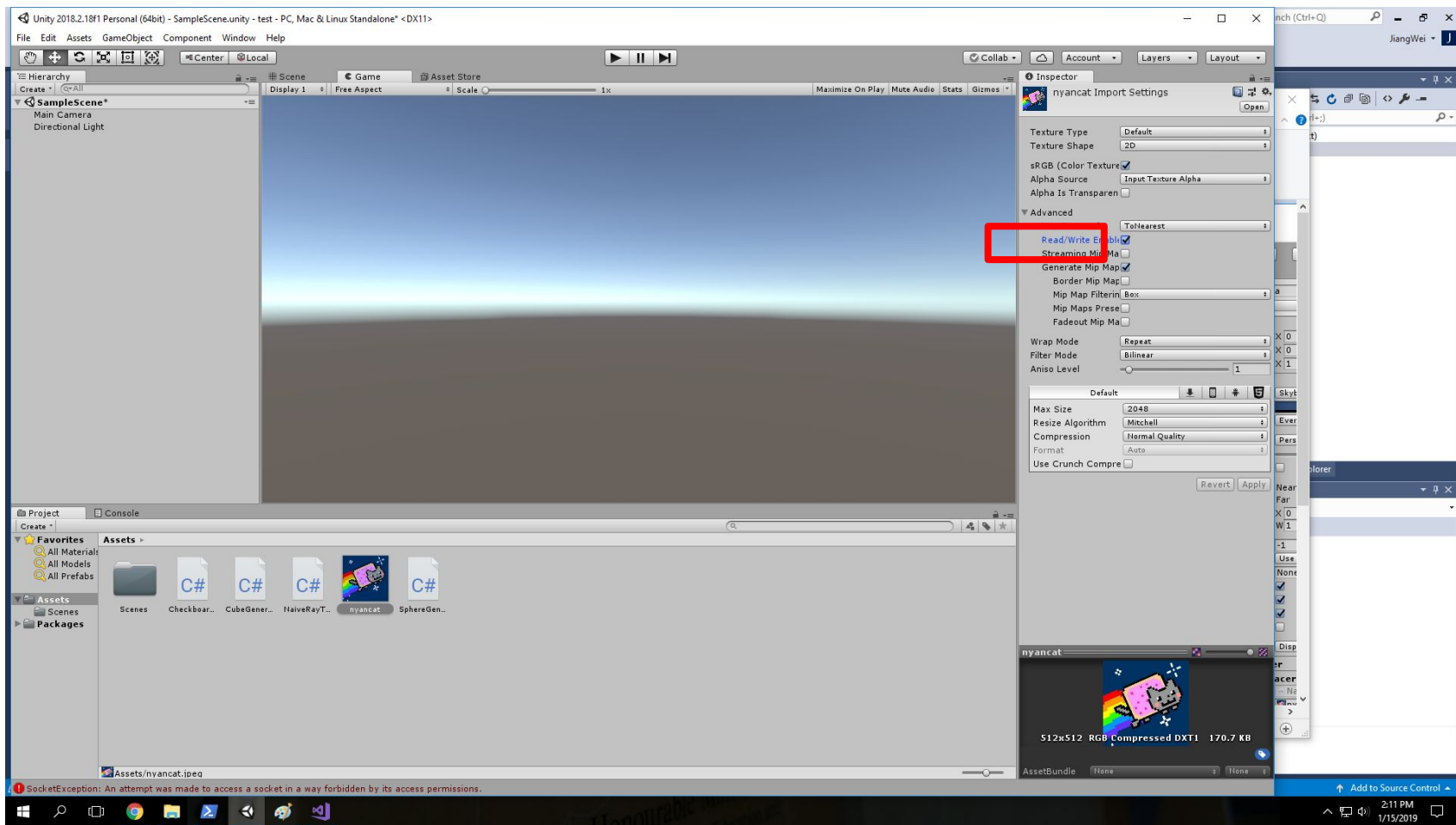
Attach “NaiveRayTracer” to camera



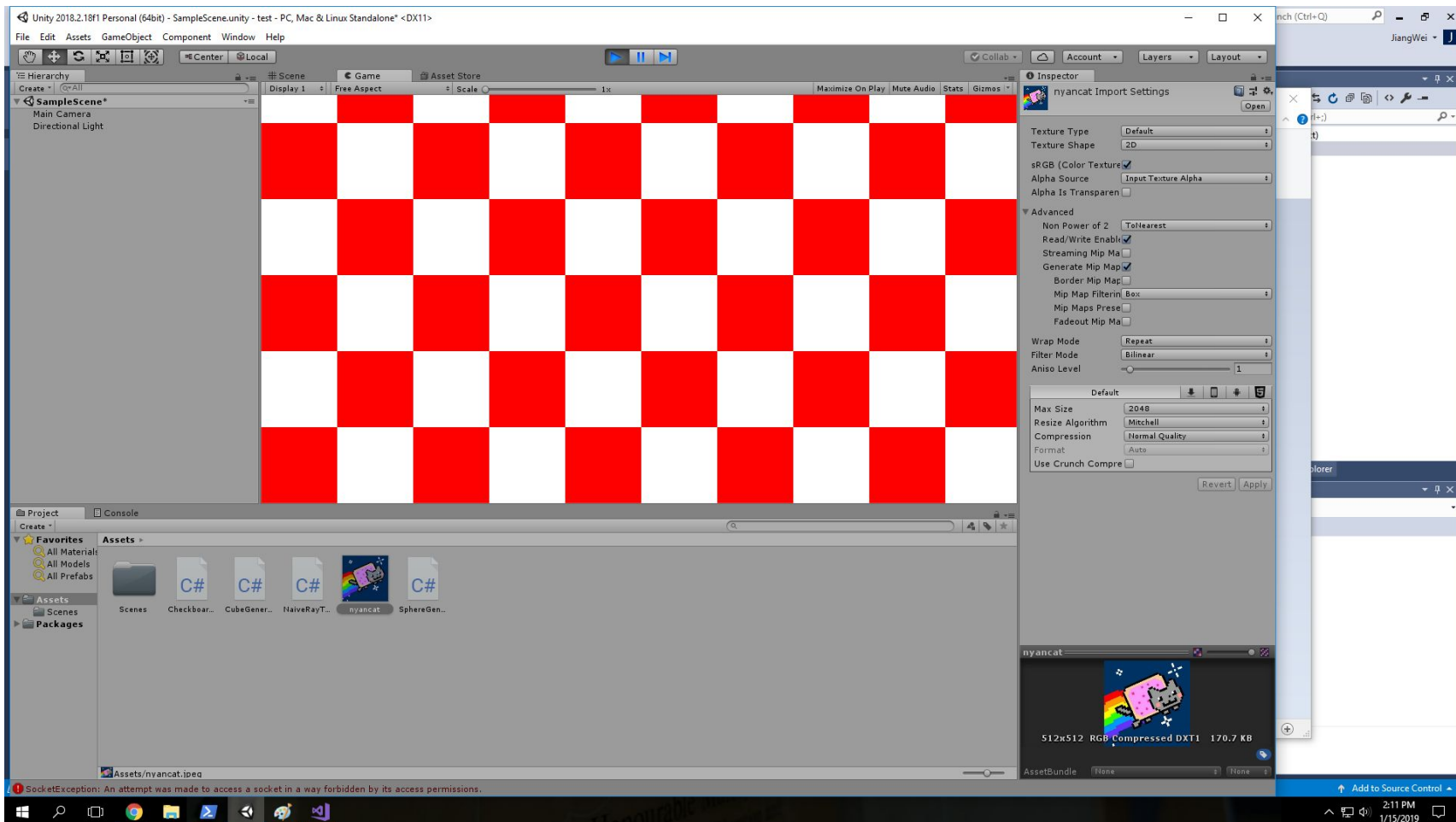
Drag and drop texture



Enable texture read/write, and apply(under advanced)



Click “play” button, you should see a checkerboard



Implement

