logo, simge, sembol, ticari marka, amblem içeren bir resim

Açıklama otomatik olarak oluşturuldu

Project Report

CMPE 360

Project 5

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**Part 1-**

**REFLECTION**

1. iç mekan, oyuncak içeren bir resim

   Açıklama otomatik olarak oluşturulduSave the image with reflection and add the screenshot of it on your pdf file
2. Explain your process and effect of reflection

If the surface of the object is reflective as reflectivity is a property of Blender and bpy, a ray that is reflected is cast in pursuit of other objects to return colour values to the camera. This is done by calculating the angle between the ray that makes contact with the surface and the normal vector of that surface to make the reflected ray have it’s reflection angle the same with the already explained incident angle.

In order to cast the ray, the same Python function that is being used to run this TODO 5 part is used so it is recursively called by putting the condition that the depth element that is configured through the “Output Properties” is decremented and this section of code only works when the depth’s value is greater than 0.

To circumvent the phenomenon called self-occlusion, the new ray is cast from a point that is close, yet not the same exact point on the direction of the new ray. Using this method, the ray couldn’t collide with the same point it was already on.

**Part 2-**

**FRESNEL**

1. Bebek oyuncakları, iç mekan, oyuncak içeren bir resim

   Açıklama otomatik olarak oluşturuldu

**Part 3-**

**TRANSMISSION**

asdawd