Ray Tracing Project
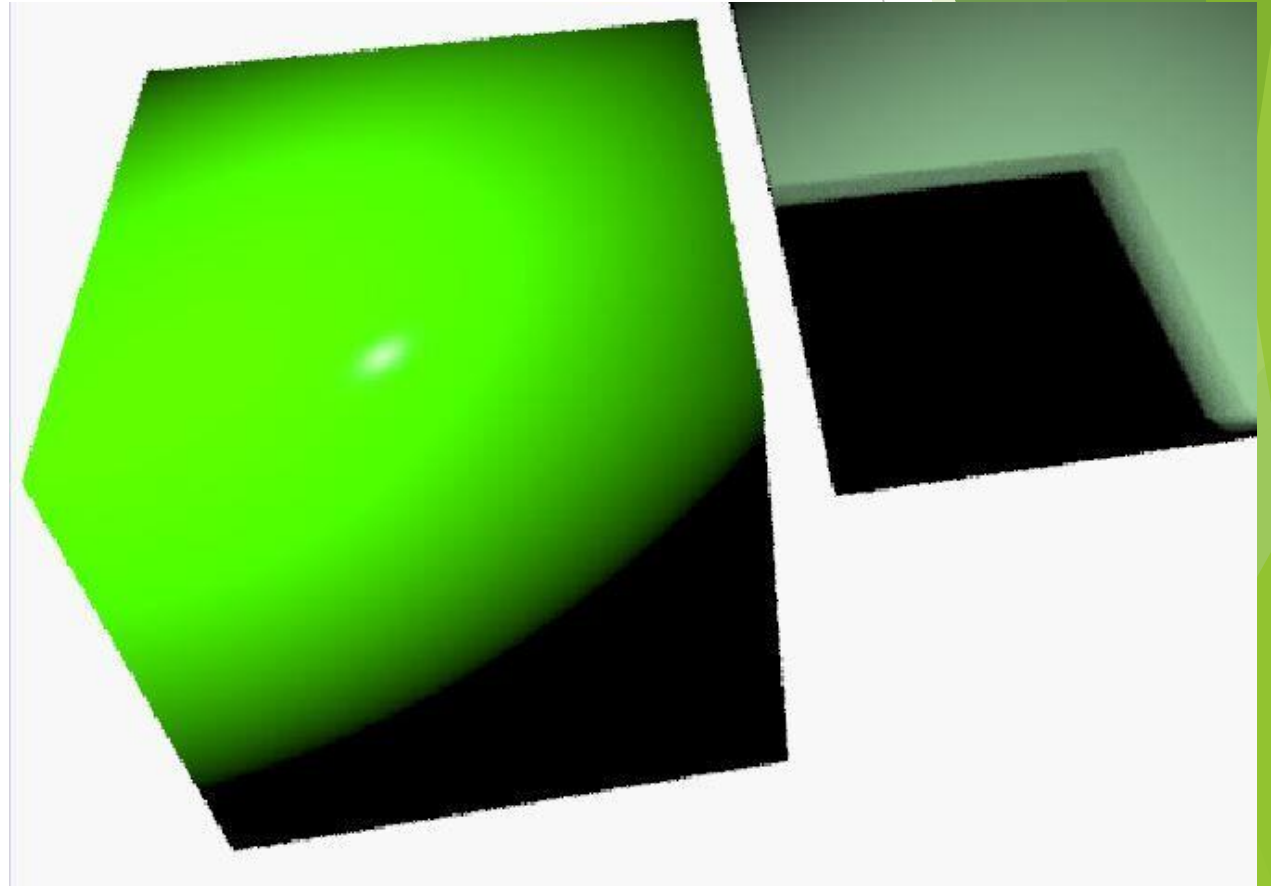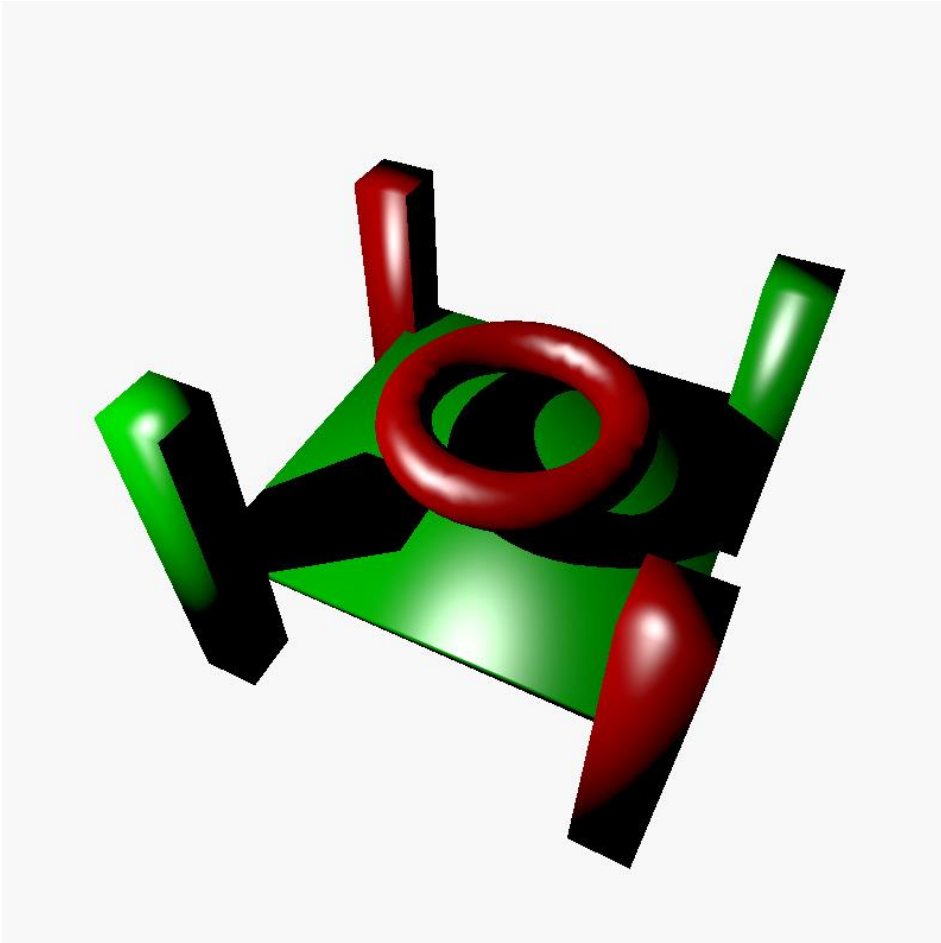
Group 42
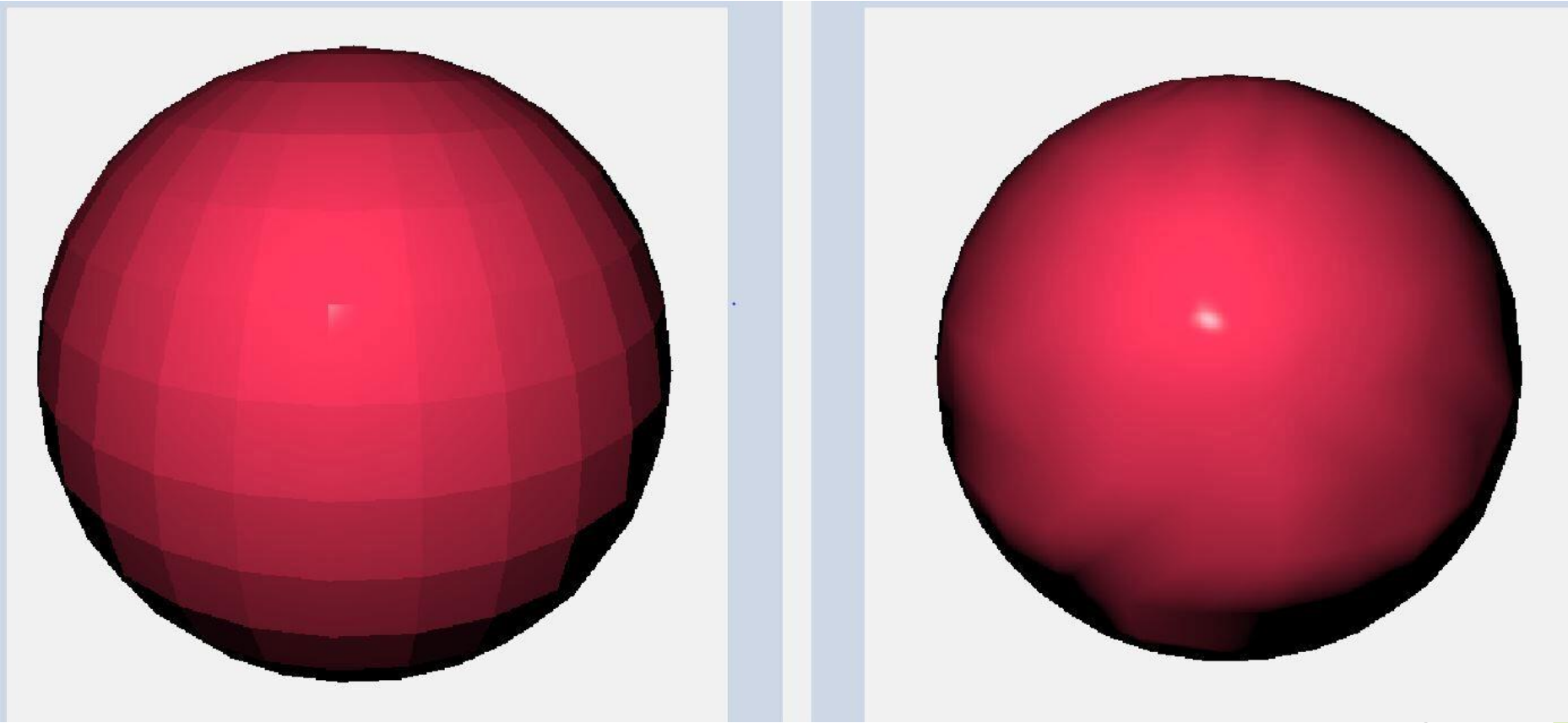
What we have implemented

- Shadows
- Interpolated normals
- Interactive display
- Performance metric + multicore support
- Anti-Aliasing (SSAA)

Shadows
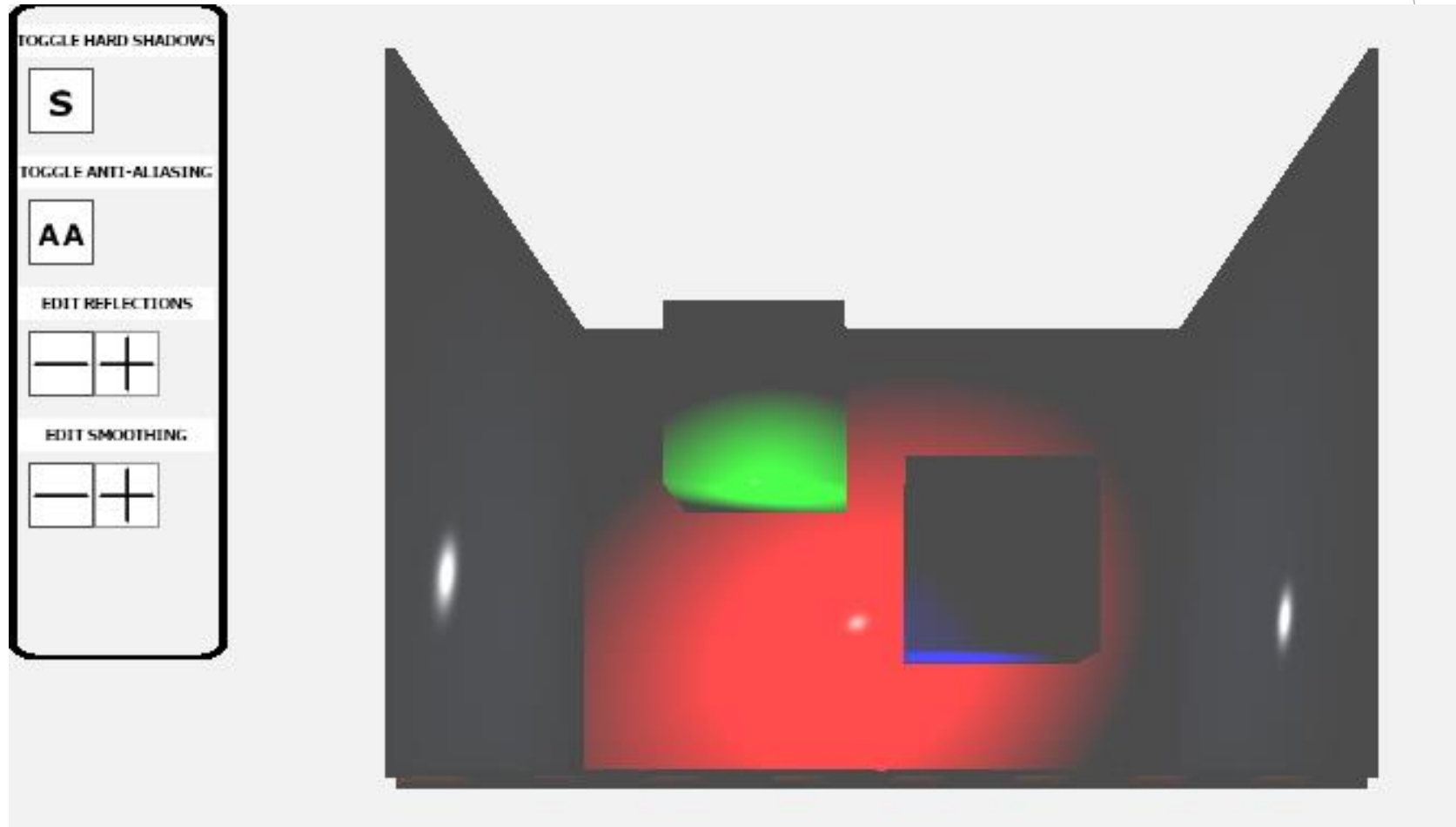
Interpolated normals

Interactive display

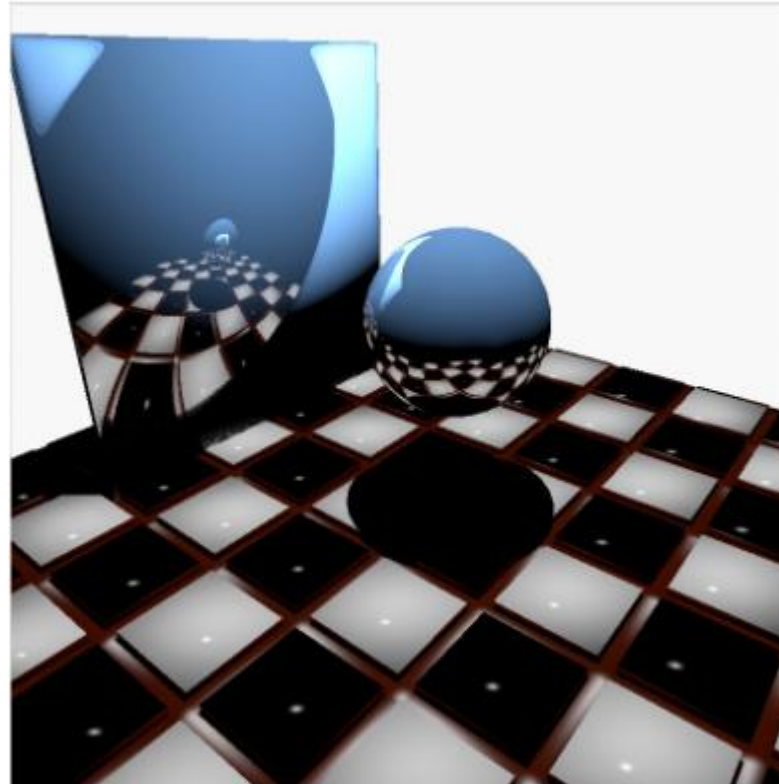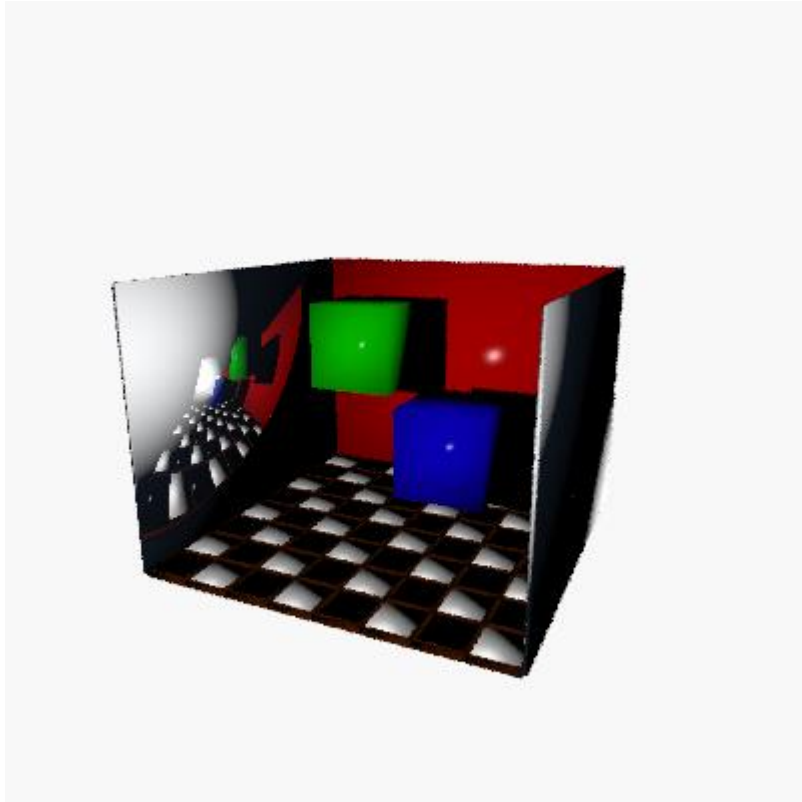# Performance metric
+ Multicore support

```
ray tracing ...
8 concurrent threads are supported.
Using 8 threads.
558386484 Faces checked (not including reflections)
2373120000 Faces to check w/o Acc structure (not including reflections)
23.5296% Faces checked in comparison to no Acceleration structure
ray tracing done!
It took 89 seconds to raytrace the Scene
Resulting in the speed of 1797pixels/s
```

▶ Real-time progress indicator implemented

Anti-Aliasing
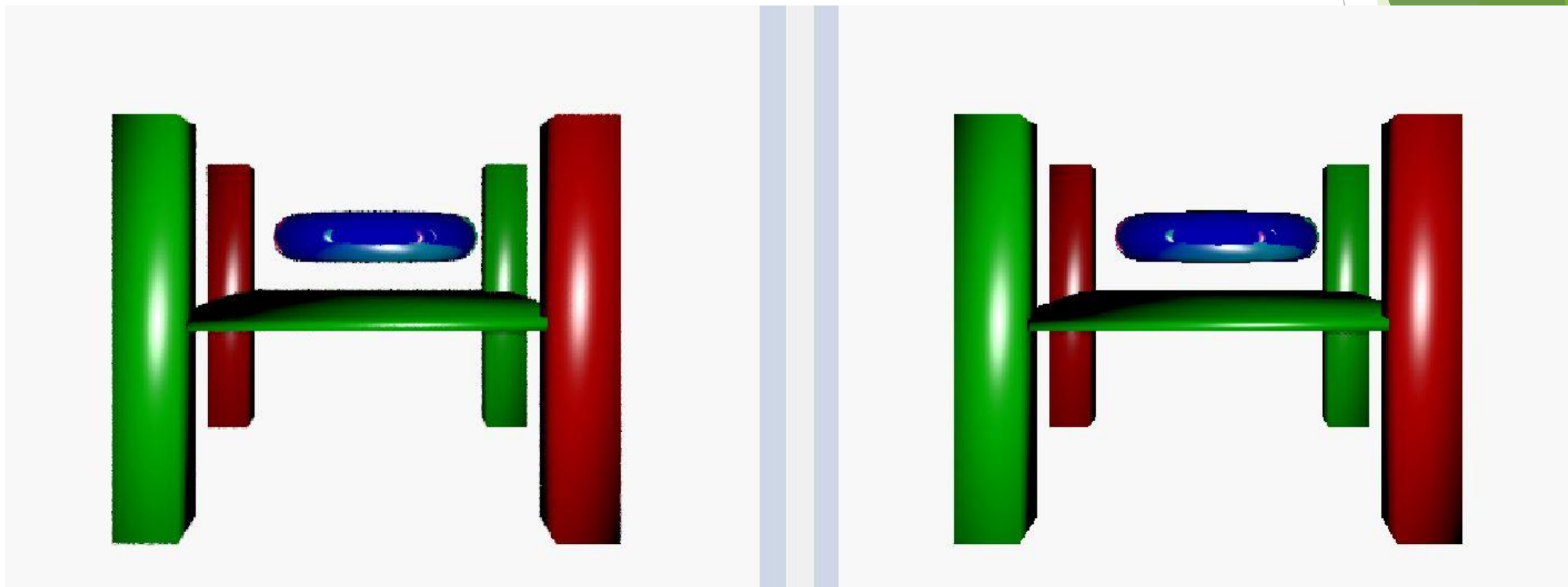
Our best scenes

Thank you for the attention!! ☺