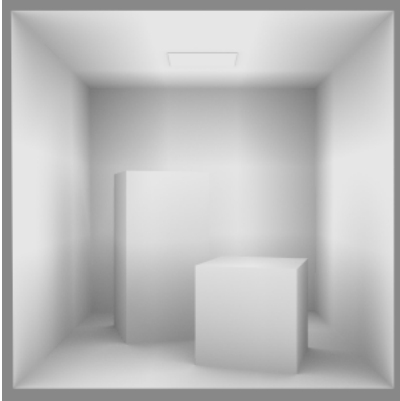Brief report:

Implemented

1. Hemisphere sampling
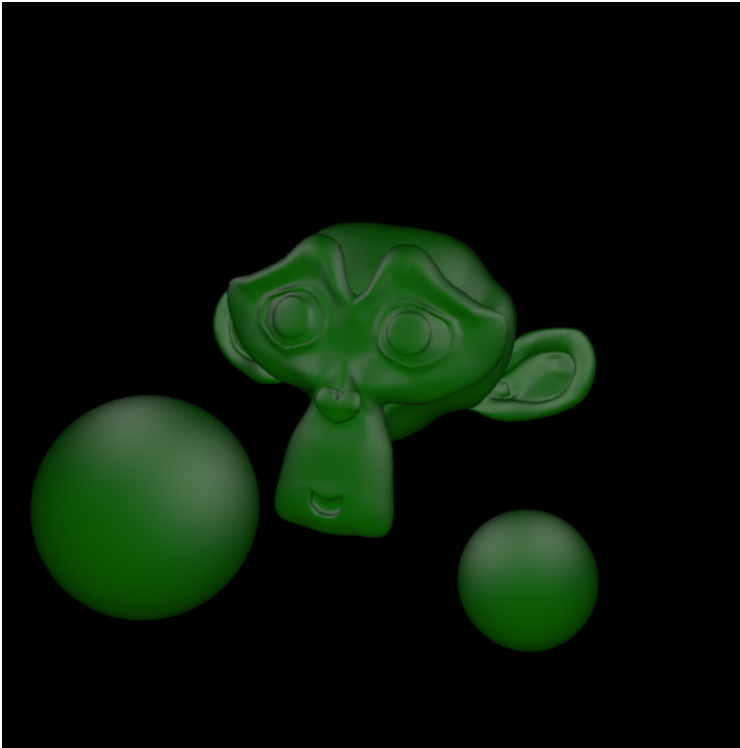
    a. ant run -Dargs=scene/cbox-ao.xml

    b.

2. Ray intersection (accidentally provided)
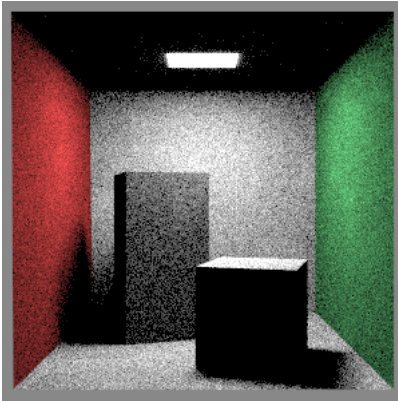
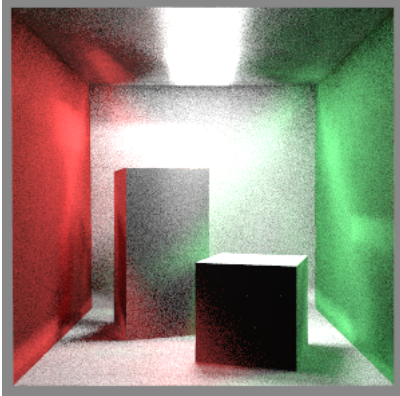   a. ant run -Dargs=scene/phong.xml

b.
3. Direct path tracer
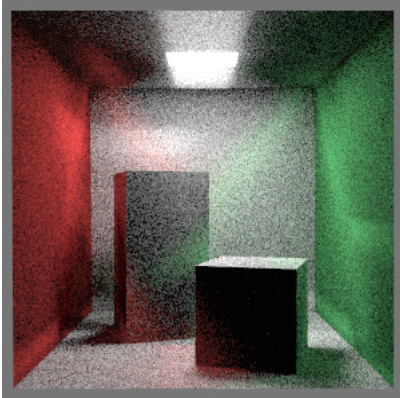   a. ant run -Dargs=scene/cbox-direct.xml

b.

4. Recursive path tracer
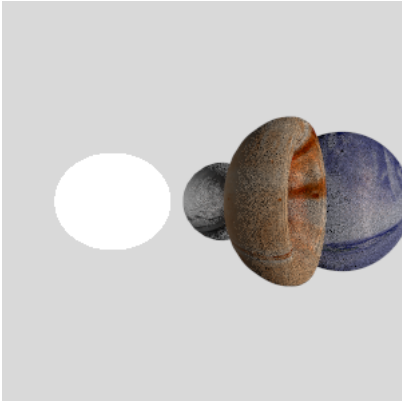   a. ant run -Dargs=scene/cbox-global.xml

   b.
5. Russian Roulette recursive path tracer

   a.
6. Texture mapping (bonus)
   a. Description
      i. Recreation of a solar system. 2 spheres and torus around a star.
      ii. Implemented texture maps in TextureMaterial.Java
      iii. Added texcoord conversion to obj2msh.py
   b. ant run -Dargs=scene/cbox-texture-submit.xml

c.

Important Notes
Compiled with Java 13 but should work with Java 8