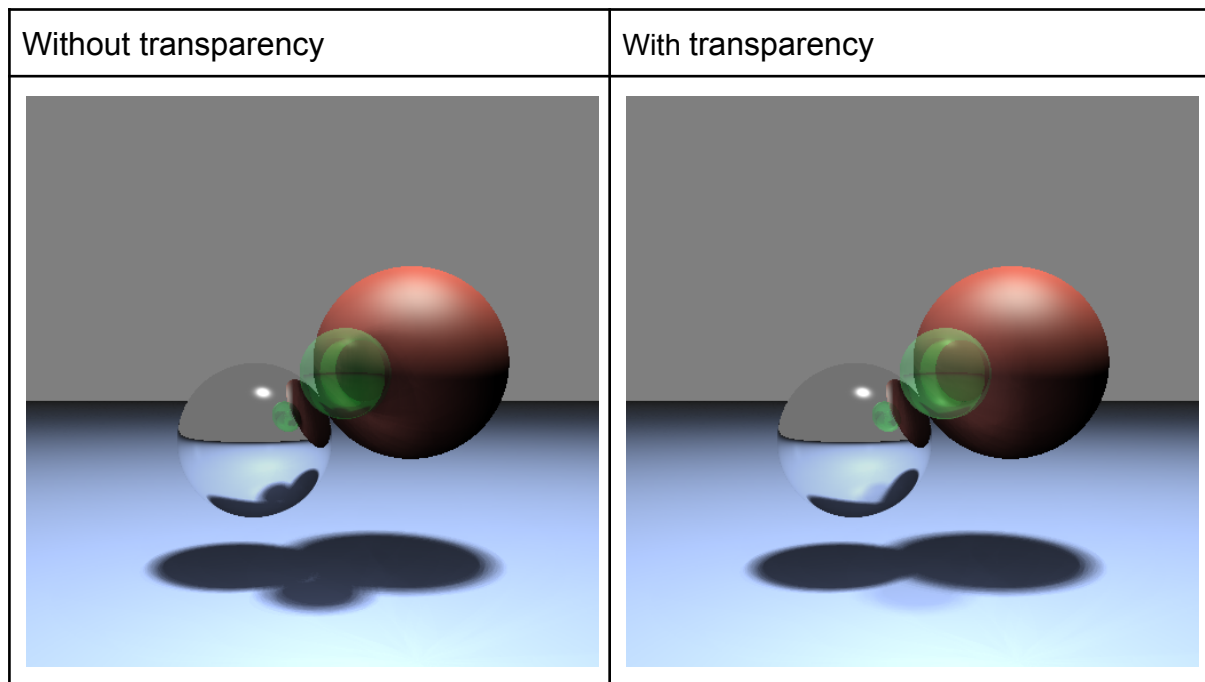# Transparency bonus:

In the spheres.txt picture, we can see that the shadow of the light can still pass through the transparent sphere, resulting in a faded shadow rather than a strong one. We can also see that the part of the red sphere behind the transparent sphere is more illuminated.

Without transparency	With transparency

Please note that enabling the transparency bonus will increase the program's running time. To achieve both bonuses, I have added a new flag, **-t**. To enable the transparency bonus, add the **-t** flag when running the program like in the following line:

python ray_tracer.py scenes\Spheres.txt Ray\Spheres.png --width 500 --height 500 -t

Original scenes:

Please note that these scenes are created with additional elements, such as planes and enhanced lighting, and can take a longer time to render compared to the pool scene. This is because the increased complexity and the addition of more objects and lighting calculations require additional computational resources.