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**Advanced Graphics Assignment 1 report**

In our raytracer, we implemented almost all basic functionality (including a generic architecture, planes, spheres, triangles, materials, a basic scene, shadows and a renderer). The only thing of the basic requirements which isn’t implemented correctly are controls to control the camera at run-time.

We did a lot of work together. Luuk focused more on primitives and rendering, while Dustin worked on the camera and input handling. The general framework was built by both of us.

We used the Möller–Trumbore intersection algorithm for triangles, we used the slides for the other intersection tests and more information to build our raytracer.