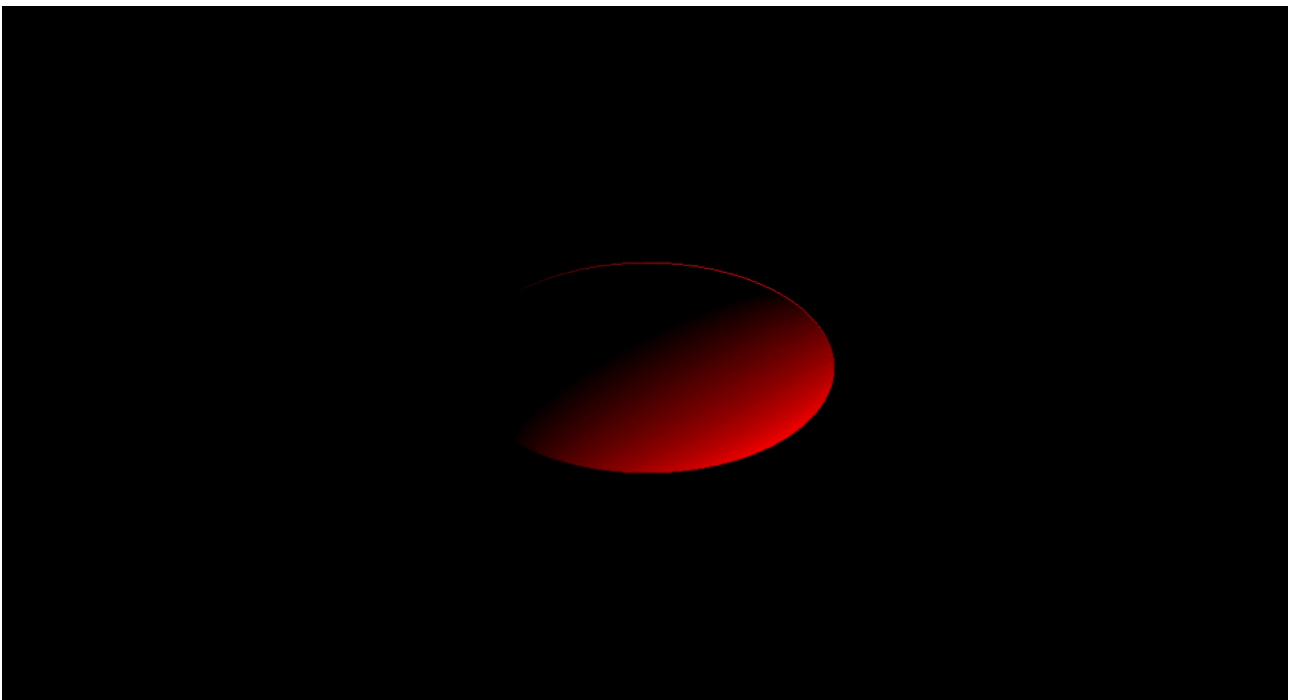
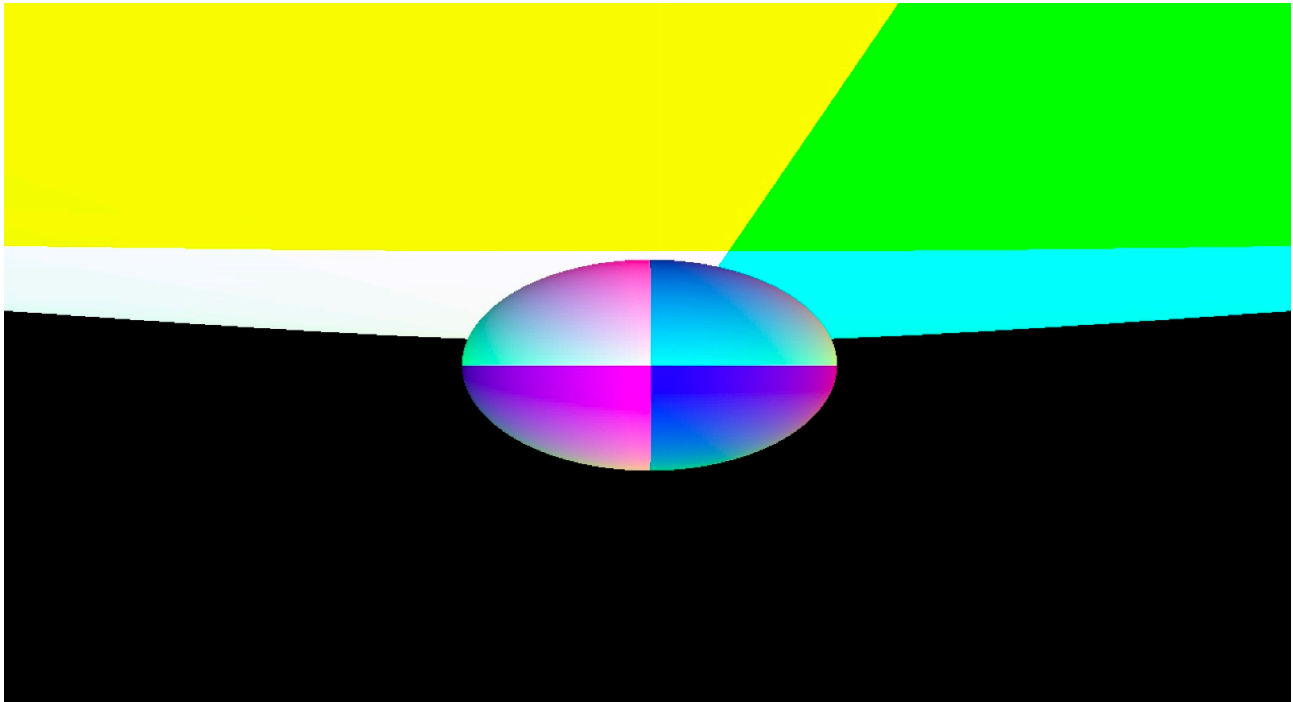
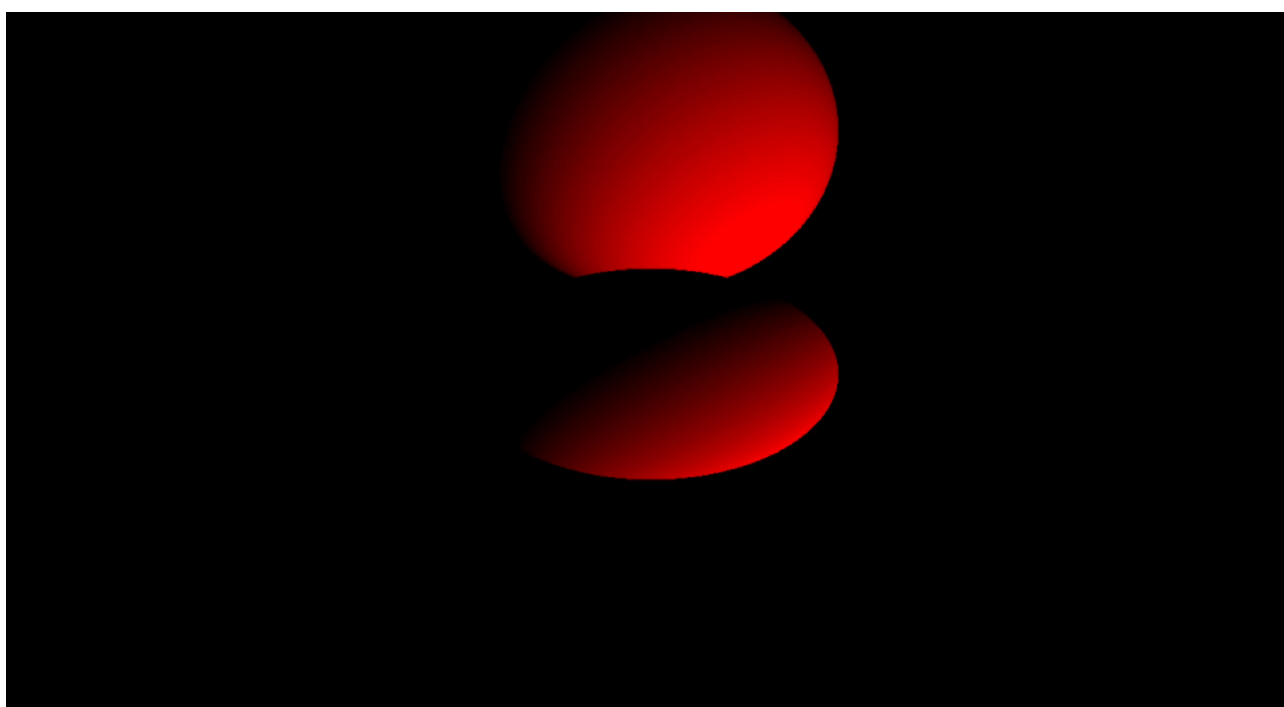
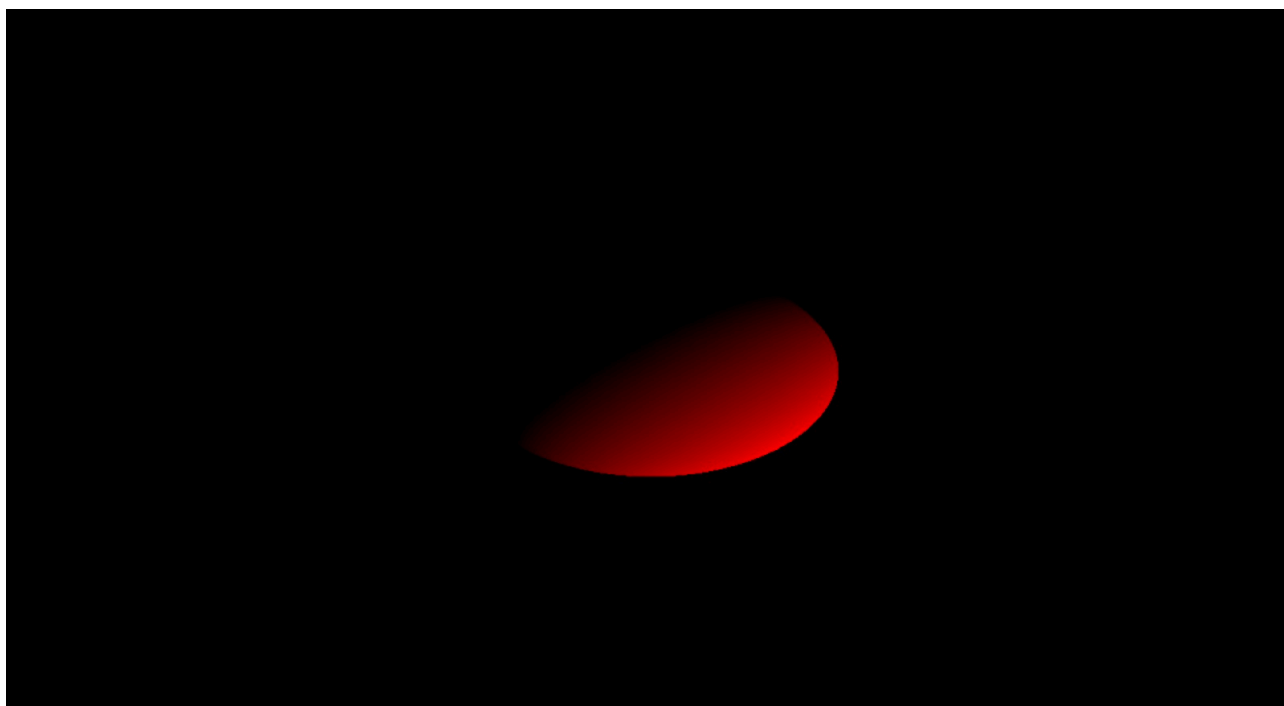
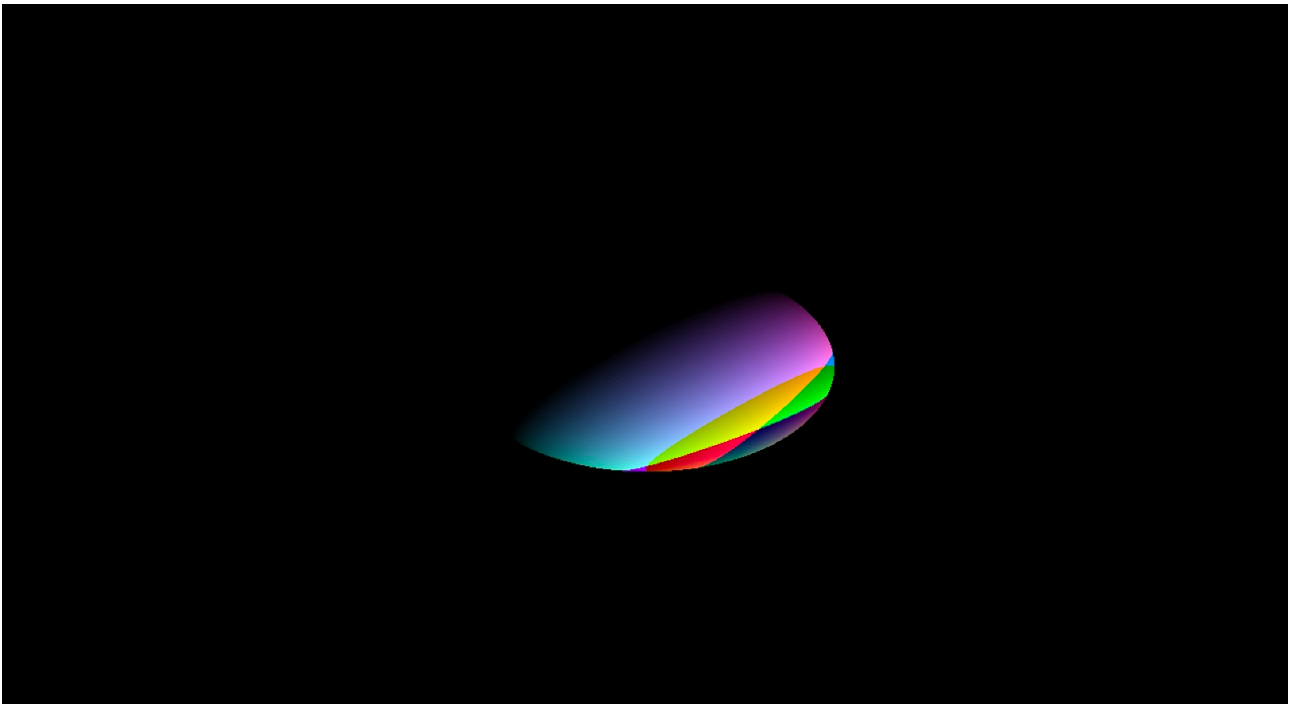


Assignment 3 : Siddhesh Kalekar : 2019CS50436

Basic ray tracing is implemented , implemented camera class, geometric transformations are available for camera and shapes. Shapes are derivable for general shape class. Lambertian reflection model is deployed.







References used are : SDL library documents, MIT linear algebra library.
Youtube lecture series by QuantitativeBytes

I was unable to do further parts as my partner withdraw the course and couldn't convey it to me.