**Advanced Computer Graphics  
Project 2**  
Fall 2023  
Due: Nov 12

Name: Tejasree Kilari

KentId:811241145

Email-id: tkilari@kent.edu

Project2:

You will add a geometric object (with triangle mesh) in your ray tracer from Project 1. In  
this project, you will need to do:  
(1) Download or create a geometric object (not too complex) from online resources.  
(2) Load the object file and add it to your virtual scene in Project 1 through correct  
geometric transformation. You may remove one or two balls but please keep the  
walls.  
(3) Render the new scene with local shading.

Input:

Download Ray\_tracer\_kent ZIpfile run the code you get the below output.

A blue and black rectangular frame with two ovals

Description automatically generated with medium confidence

1. To launch this project, simply double-click on the .sln file located in the RayTracer\_Framework directory.

2. In order to handle triangle mesh objects for this project, I acquired and integrated the tiny\_obj\_loader.

3. Upon executing the code, the resulting output and file will appear as illustrated below.

