

*For the programming task you have to use C++  
For questions and help refer to the course's [discord server](#)  
Or the course's e-mail:  
[raytracingcourse@chaos.com](mailto:raytracingcourse@chaos.com)*

Slides: [CRT 11 Shading 03](#)

### **Task 1.**

Generate images using **ray tracing** based on the provided files that contain information about 3D scenes. These scenes include refractive material. Experiment with different indices of refraction, light path depth, and Fresnel equations:

- Scene 0: <https://bit.ly/3Mmj2z8>
- Scene 1: <https://bit.ly/450EUr9>
- Scene 2: <https://bit.ly/3VXJQc9>
- Scene 3: <https://bit.ly/3BIAbmf>
- Scene 4: <https://bit.ly/3W2PzNQ>
- Scene 5: <https://bit.ly/42RxCDZ>
- Scene 6: <https://bit.ly/3MmmYyL>
- Scene 7: <https://bit.ly/3M0lObJ>
- Scene 8: <https://bit.ly/3BIViEK>