

*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*

Slides: [CRT 12 Textures](#)

Task 1.

Generate images using **ray tracing** based on the provided files that contain information about 3D scenes. This time the scenes are containing materials with textures attached to them, from which the albedo must be read:

- Scene zip: <https://bit.ly/4bwj80a>