

*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 15 Conclusion](#)

Task 1.

Generate images using ray tracing, then compile these images into a short clip that demonstrates as many functionalities covered in the course as possible (generation of camera rays, intersection of triangles, lighting, reflective and refractive materials, multithreading, acceleration structures, etc.). Your clips should include something animated over time (camera, lights, geometry, etc.). You are free to modify these starting scenes as needed:

- Scene 0: [link](#)
- Scene 1: [link](#)
- Scene 2: [link](#)