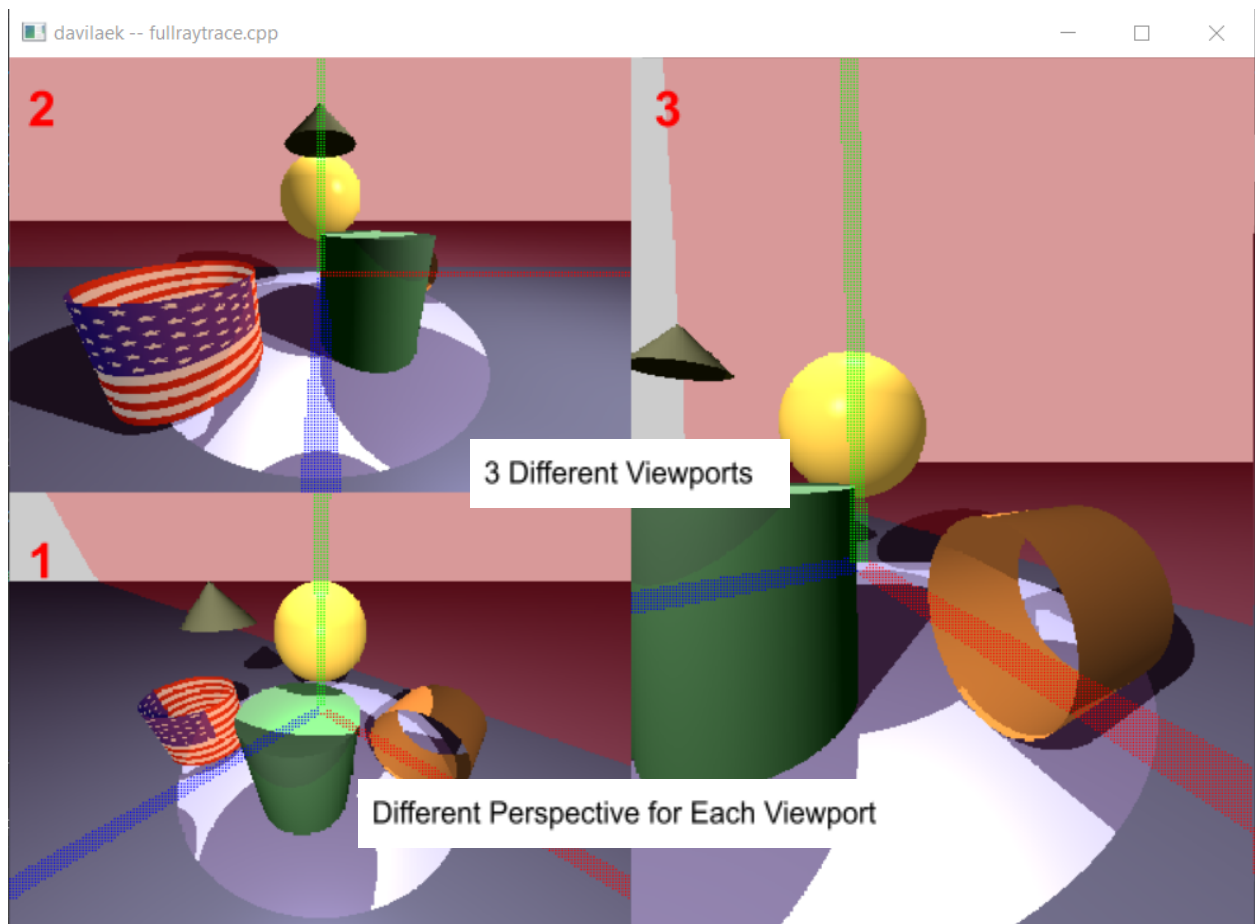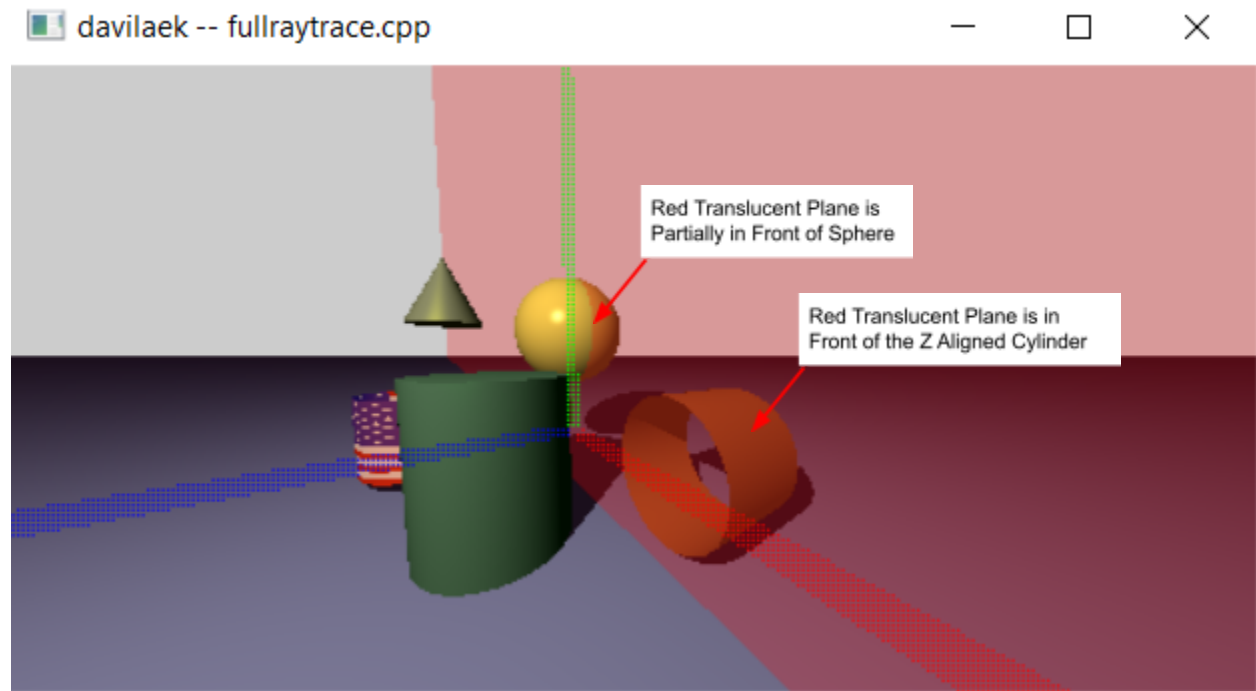## Features

- Working:
  - Lighting, shading, and shadows
  - Objects
  - Textures
  - Transparency
  - Resizing
  - Light tied to the world or tied to the camera
  - Reflections
  - Viewports
  - Anti-aliasing
  - Cone
- Not Working:

Screenshots

Multiple Viewports

Translucent Plane

davilaek -- fullraytrace.cpp

Red Translucent Plane is Partially in Front of Sphere

Red Translucent Plane is in Front of the Z Aligned Cylinder

Anti-aliasing

davilaek -- fullraytrace.cpp

Rough Edges

davilaek -- fullraytrace.cpp

Smooth Edges