

FOR RUN: (command lines)

-input scene.txt -size 100 100 -output output.tga

-input scene.txt -size 100 100 -depth 5.5 8.8
output.tga

Hard Parts:

-Sphere.cpp : This class take my whole time because I did not do sphere and always got a square at the image. I was trying some methods and finally, helps to the our lecture notes and some internet pages, I did this class.

Main loop (In rayCast.cpp): I was not realize how can I send the rays and hit the object at the beginning. So, I looked the lecture notes and watch the some videos about this point, then I was solve it.

I think this was very hard assignment. When I saw the spheres, I was very exciting ! This sound stupid for some people but for me it

was a victory. I am little bit scared but still I
want to progress in computer graphics in my
academic career 😊