

Trace.js | Backlog

Revision: 3/10/2015

- As a developer, I want an area light that extends Light so that I can illuminate scenes over a differential area.
- As a developer, I want a PathTrace class that extends Tracer so that I can implement path tracing.
- As a developer, I want a transmissive material that extends Material so that objects in a scene can be translucent.
- As a user, I want to be able to turn shadows on and off so that I can trace scenes with or without shadows.
- As a use, I want to be able to place a Torus in the scene so that I can trace that specific shape when needed.