

Assignment 2: Ray-Tracing Algorithm

Submission Date: 1st December, 2017 11:59 PM

Question:

Write a program to implement the ray tracing or ray casting algorithm to synthesis an image of some virtual environment (with some graphical objects of your own choice). The image should contain the show effect of the virtual environment.

NOTE:

1. Write the source code and the filename should be ques_h2.cpp.
2. Write a corresponding README file (e.g. README_ques1), containing clear explanations on your work. This file must be in text format (Notepad, Word or PDF).
3. Include a screenshot of the final image (PNG, JPEG etc)
4. Create an archive your studentID_hw1.{zip|rar|tar} containing all the files.
5. Submit it on email: cgcourse2016@yahoo.com