

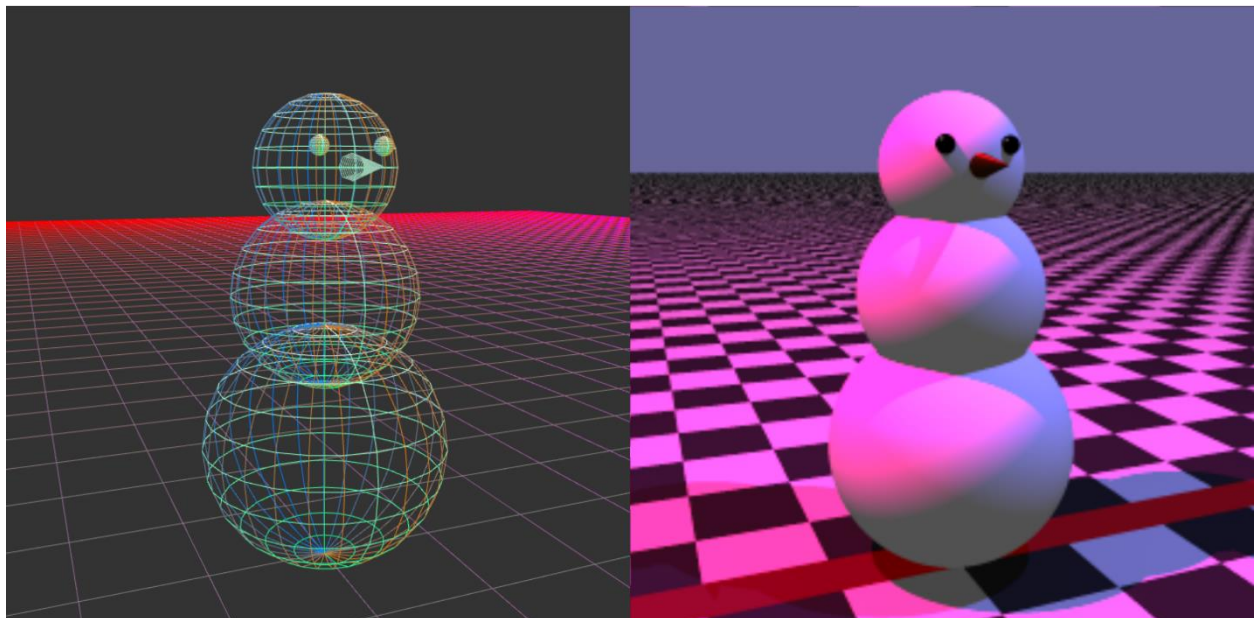
Project B: A Ray Traced Winter Scene

User's Guide:

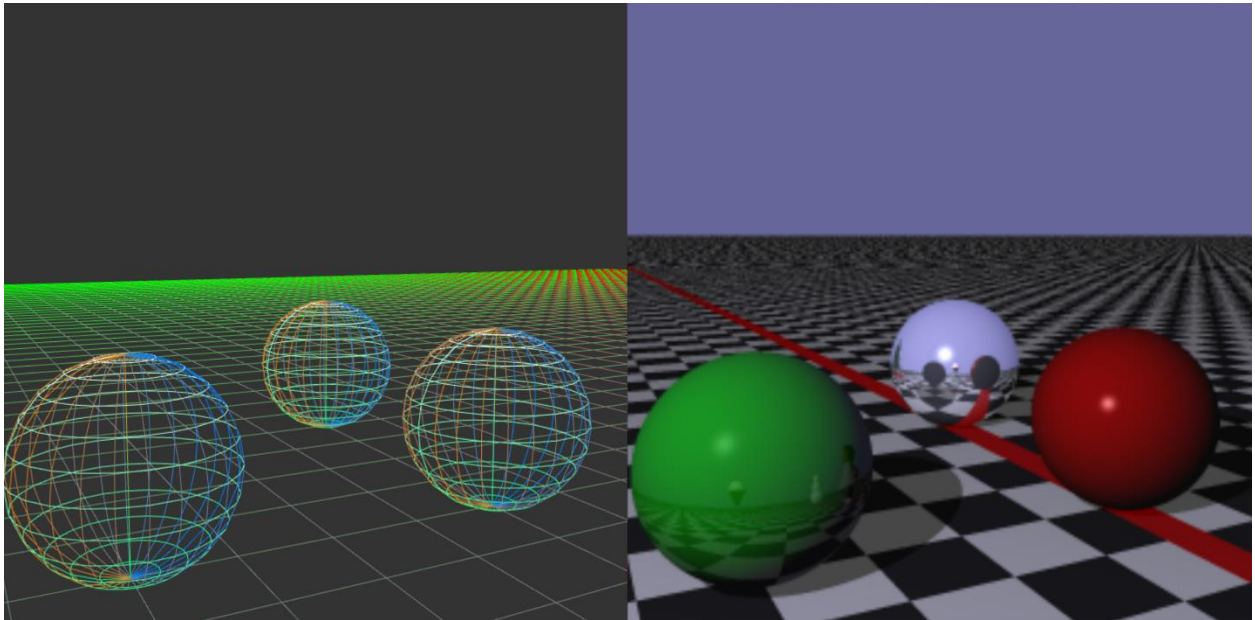
W/S keys control forward/backward movement, A/D strafe left/right, and Q/E strafe up/down. Dragging the mouse adjusts the camera yaw and pitch. The T key generates a ray traced image, and you can adjust the super-sampling and jitter settings of the image. The default camera setting is far away to show all scenes, with the ability to switch between scenes up close by pressing a button. There are 5 different scenes: a set of 3 balls (2 of which are reflective with adjustable recursion), a snowman, a girl, an ice cream cone, and a Christmas tree. There are 4 different light sources to turn on and off, the last of which can be positioned by the user.

Results:

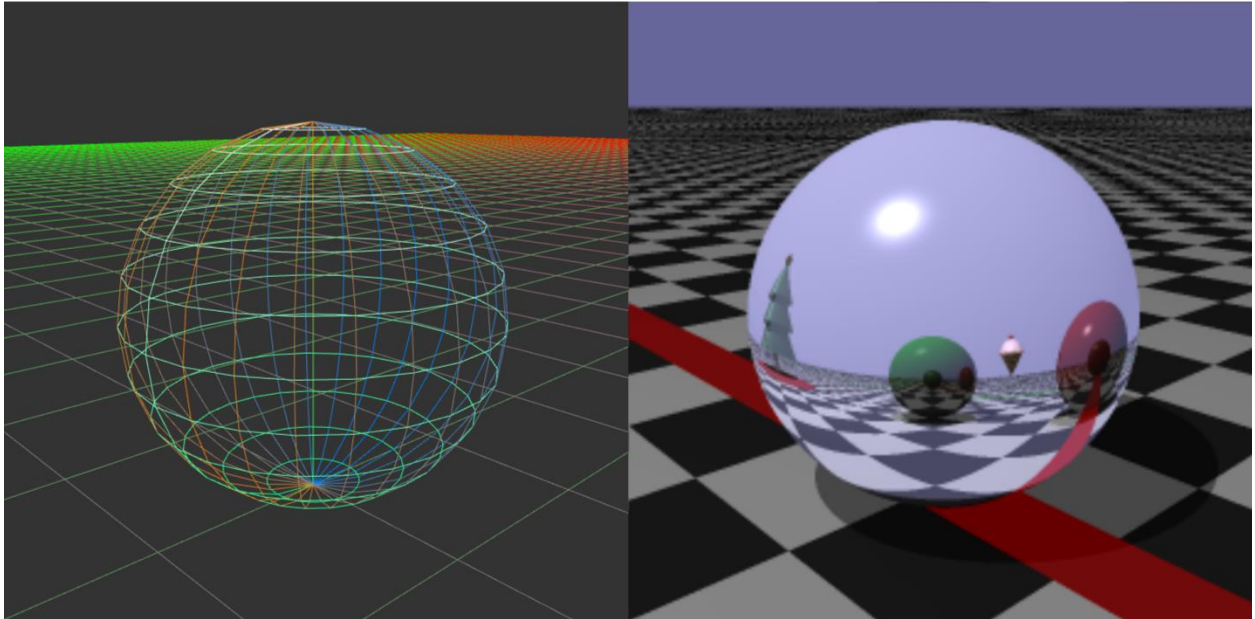
1. Snowman with pink and blue lighting



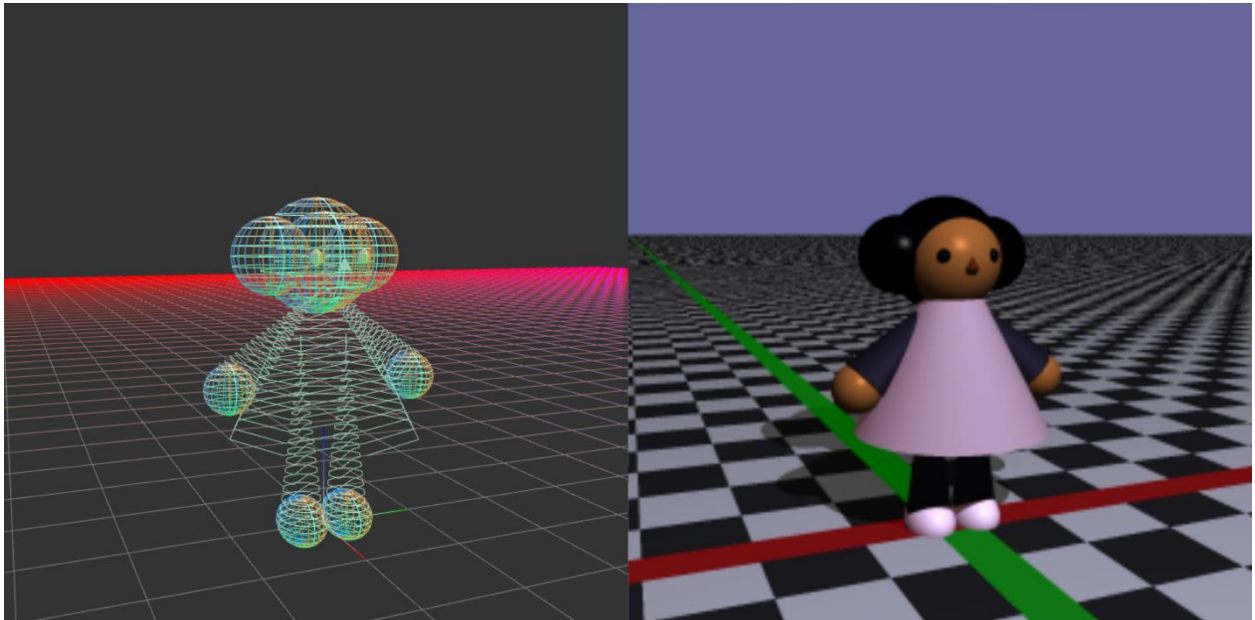
2. Mirror reflective balls



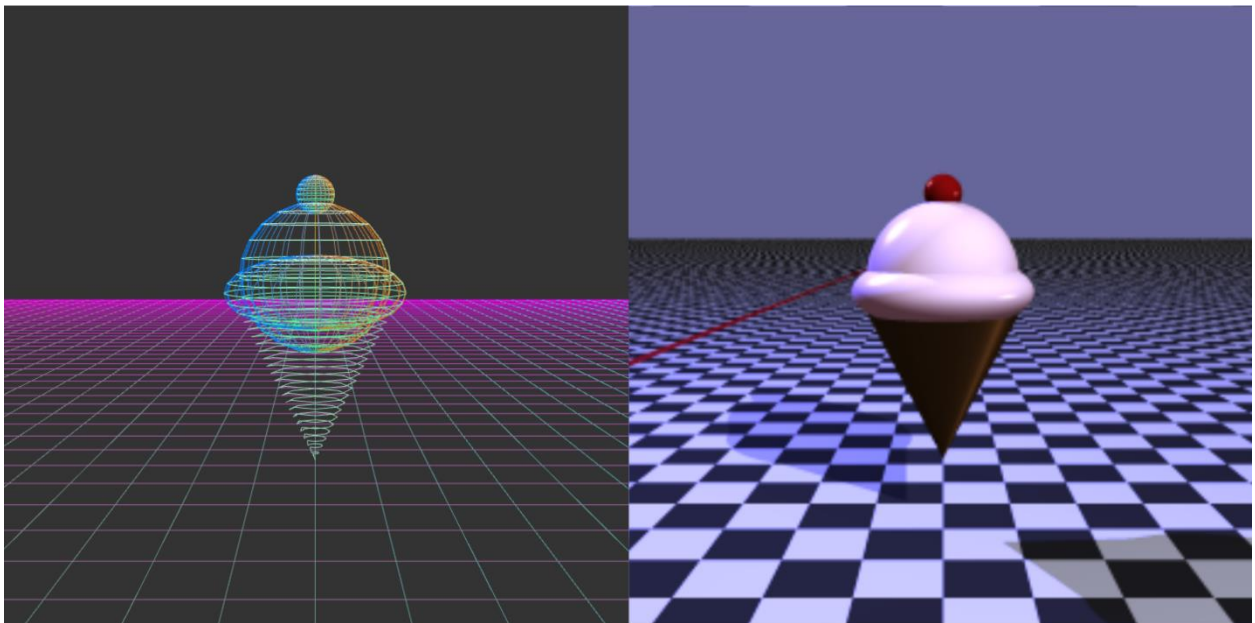
Closeup with 2 recursions:



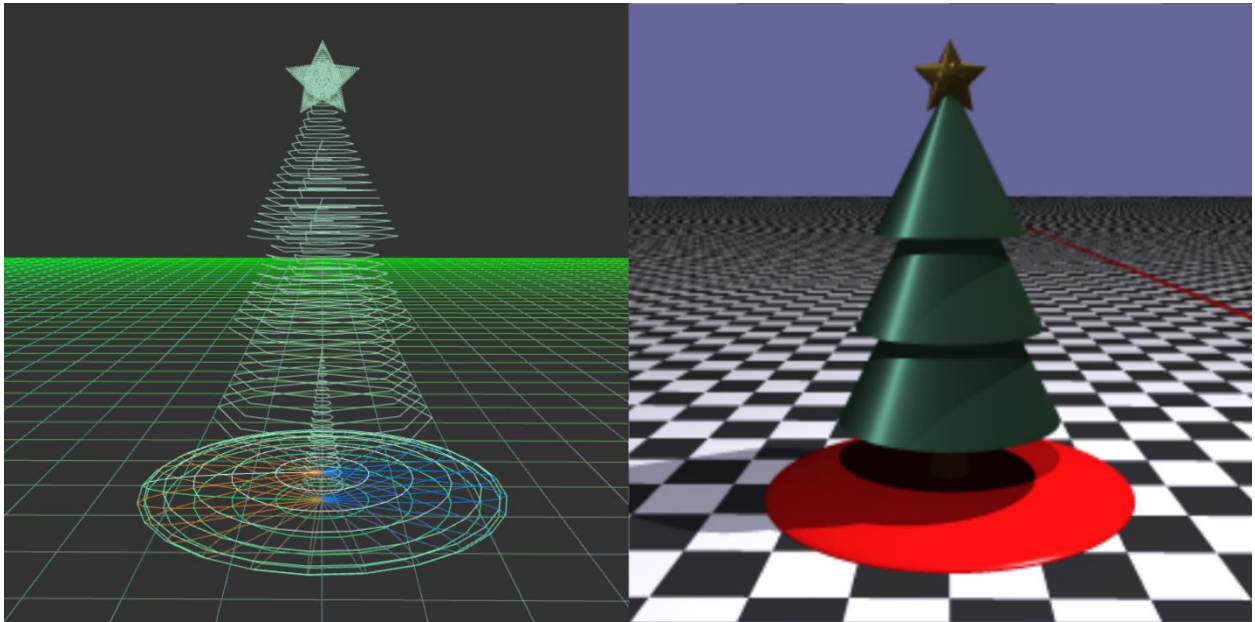
3. Girl



4. Ice cream cone



5. Christmas tree



Star detail:

