## CS248-Assignment4: Advanced Ray Tracing

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## How to run

- 1. Install rust develop kit including cargo.
- 2. Use cargo run to run the program.

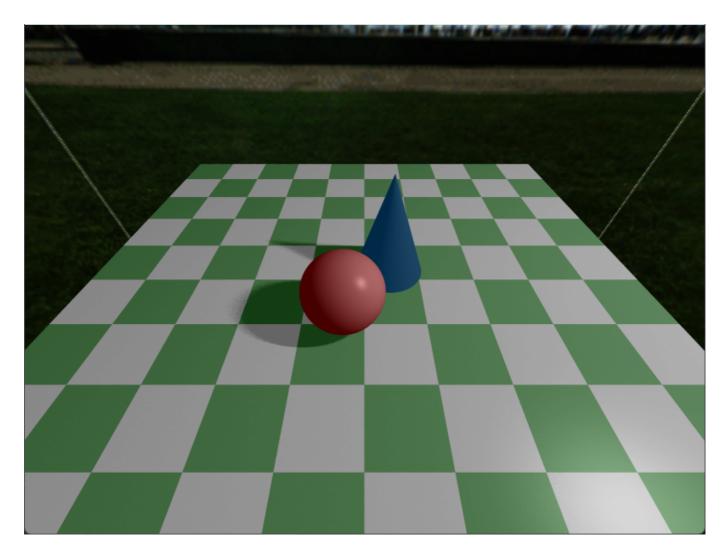
## **Features**

- Spherical environment mapping
- w cube environment mapping
- refraction and attenuation
- **antialiasing**
- ✓ soft shadows
- depth of field
- ■ glossy reflection
- motion blur

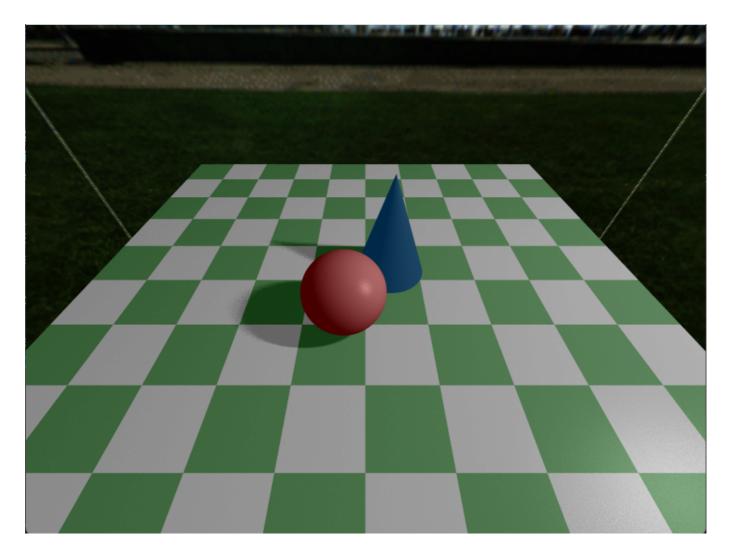
## Screenshot

All of following scenes are running with 5x5 stratified supersampling.

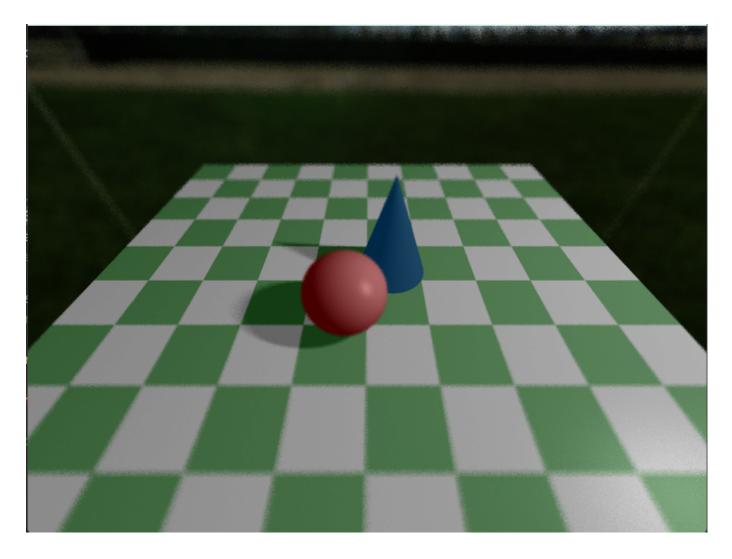
**Cube mapping + antialiasing + soft shadows** 



Cube mapping + antialiasing + soft shadows + glossy reflection



Cube mapping + antialiasing + soft shadows + glossy reflection + depth of field



Spherical mapping + antialiasing + soft shadows + glossy reflection + depth of field

