

Computer Graphics, Ex#3

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General flow description

Starting for "renderLine" (inside RayTracer), we're casting a ray for each line in the canvas.

Each ray casted, may or may not hit an object in its way.

Once we received the Ray from the "castRay" call, then we calculate its color.

The way we calculate the color is by checking intersections of the ray and objects in space.

We test which light we received back and what object the ray intersected with and what its surface "look" like.

We calculate the colors with respect to data calculations we make using the formulas we learned in class such as "Right Hand Rule", LI and so.

Once we have all that, we inject the color we calculated into the canvas at the current line (the correct position) we're on and continue to the next line until the canvas we're drawing is finished.

Classes flow chart

(Also attached as regular PNG in the main directory)

