

The photon mapping project can be built in one of two ways-

1. On a windows machine, use Visual Studio's 'new project from existing code' to open the folder containing all the source files. Then use visual studio to build the code (making sure to set up the include path as an additional include directory).
2. On a linux machine (or using a tool like mingw on windows), go into the folder containing all the source files and run 'g++ -c -I "./include" -o "outputfilename" main.cpp'. This should build an executable for linux.

Note that for the executable to run correctly, the bunny\_zipper.kcply file must be in the same location as the executable!