There are assignment1 code and 7 output images in the folder.

There functions are written in code.

1. image3f raytrace(Scene* scene)

    //calculate raytrace and use function raytrace_ray to get color of certain pixel.

2. raytrace_ray(Scene* scene, ray3f ray,int count)

    //use function intersect to get information of the material the ray hit

    //calculate ambient, diffuse, specular and shadow

3. intersect

    //calculate whether the ray hit a quad, sphere and cylinder

    //return the information of the stuff the ray hit

Seven images are in the "output" folder

1. The first 6 images are from the json files provided by origin code.

2. The 7th images from 07_cylinder.json file created by me, there is a cylinder in the scene.