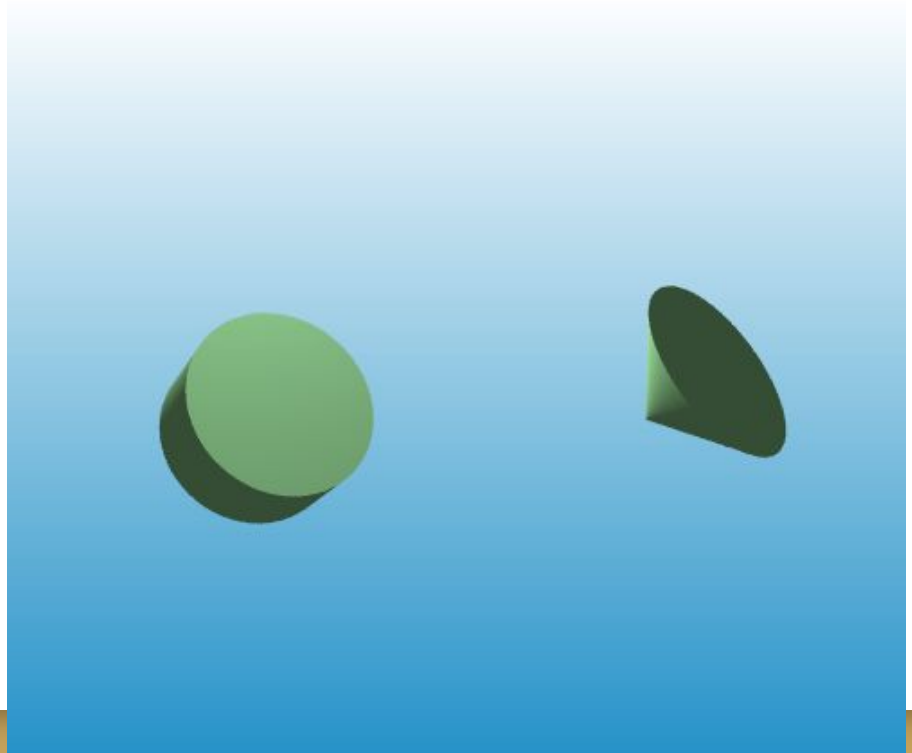
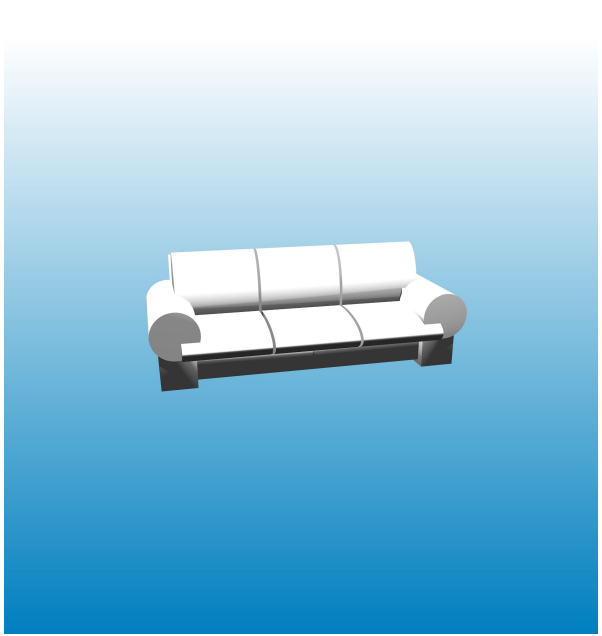
Raytracer

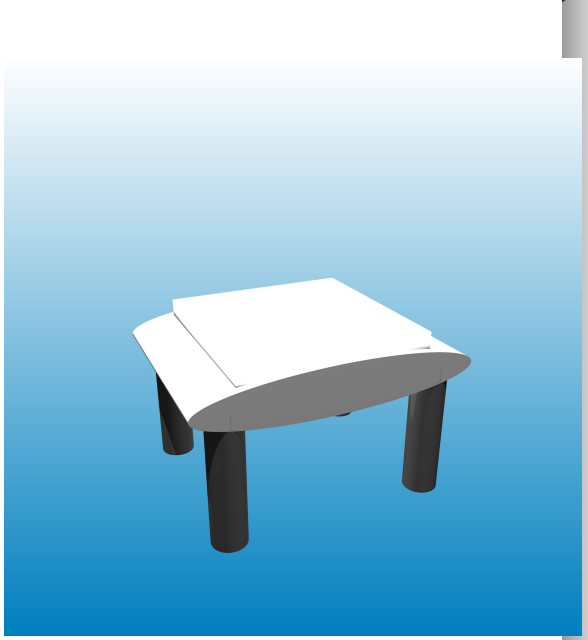
By: Daniel Tchorni

Objective 1: Cones and Cylinders

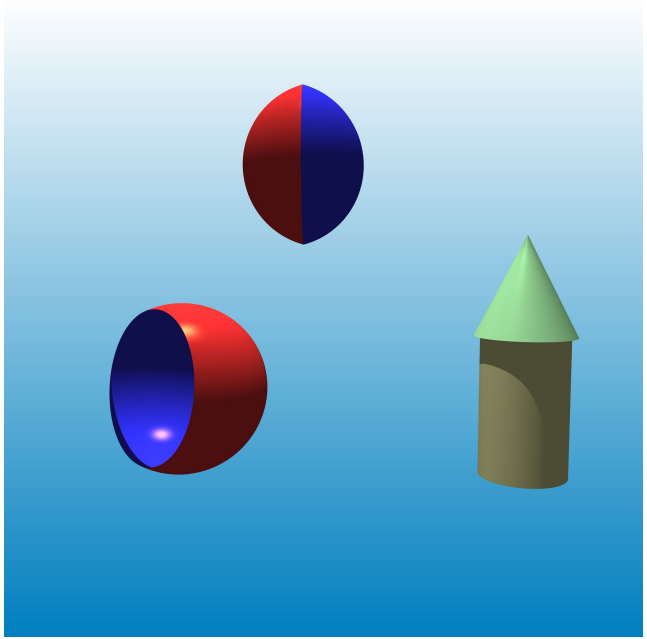


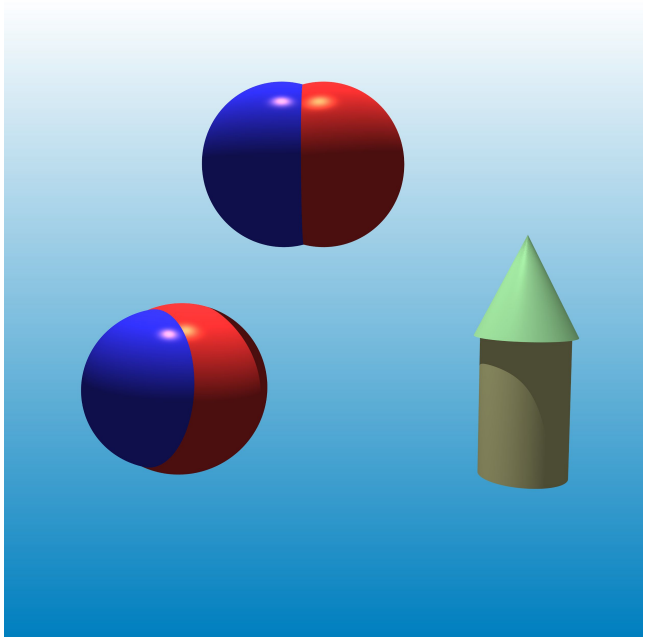
Objective 2: Furniture Models



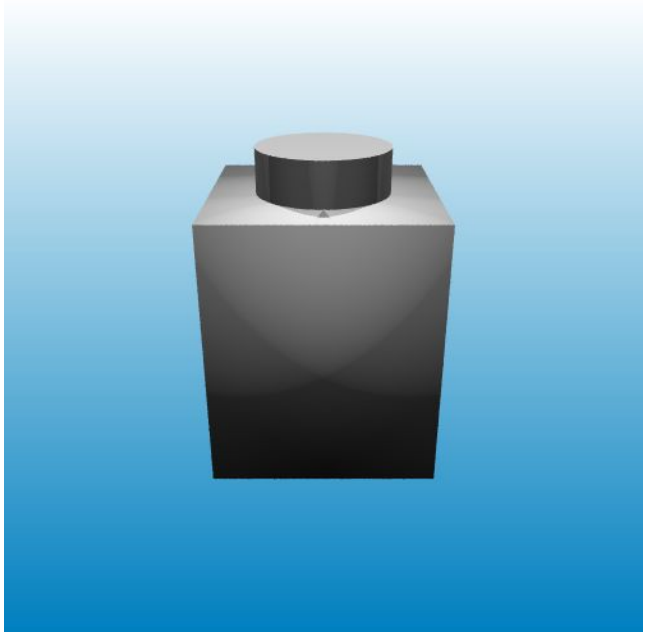


Objective 3: CSG

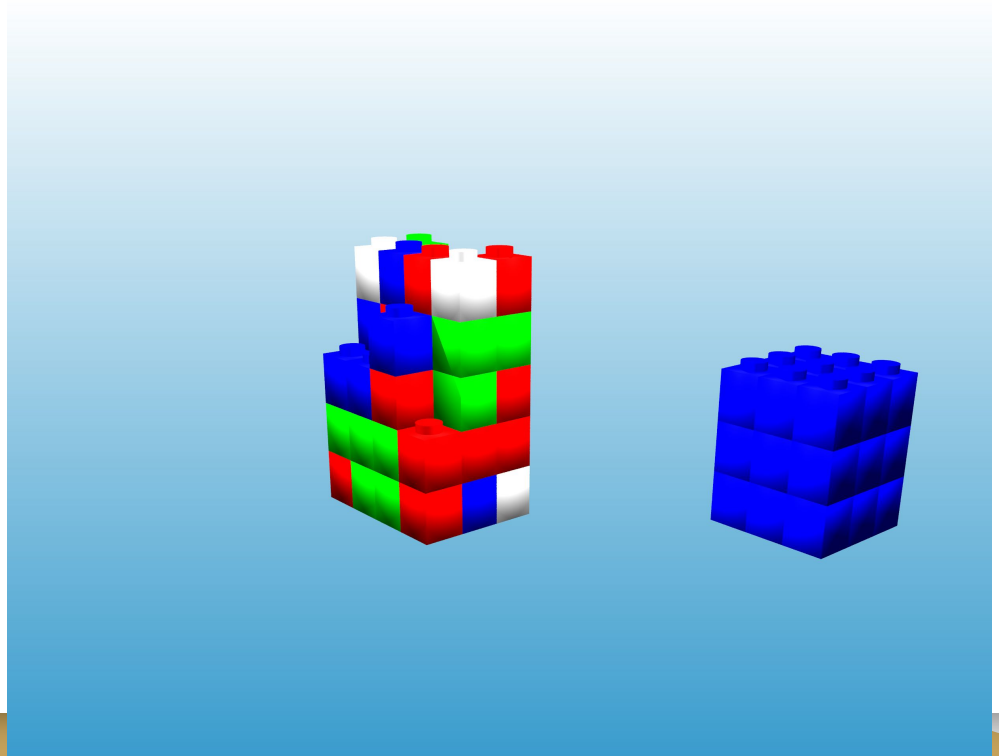




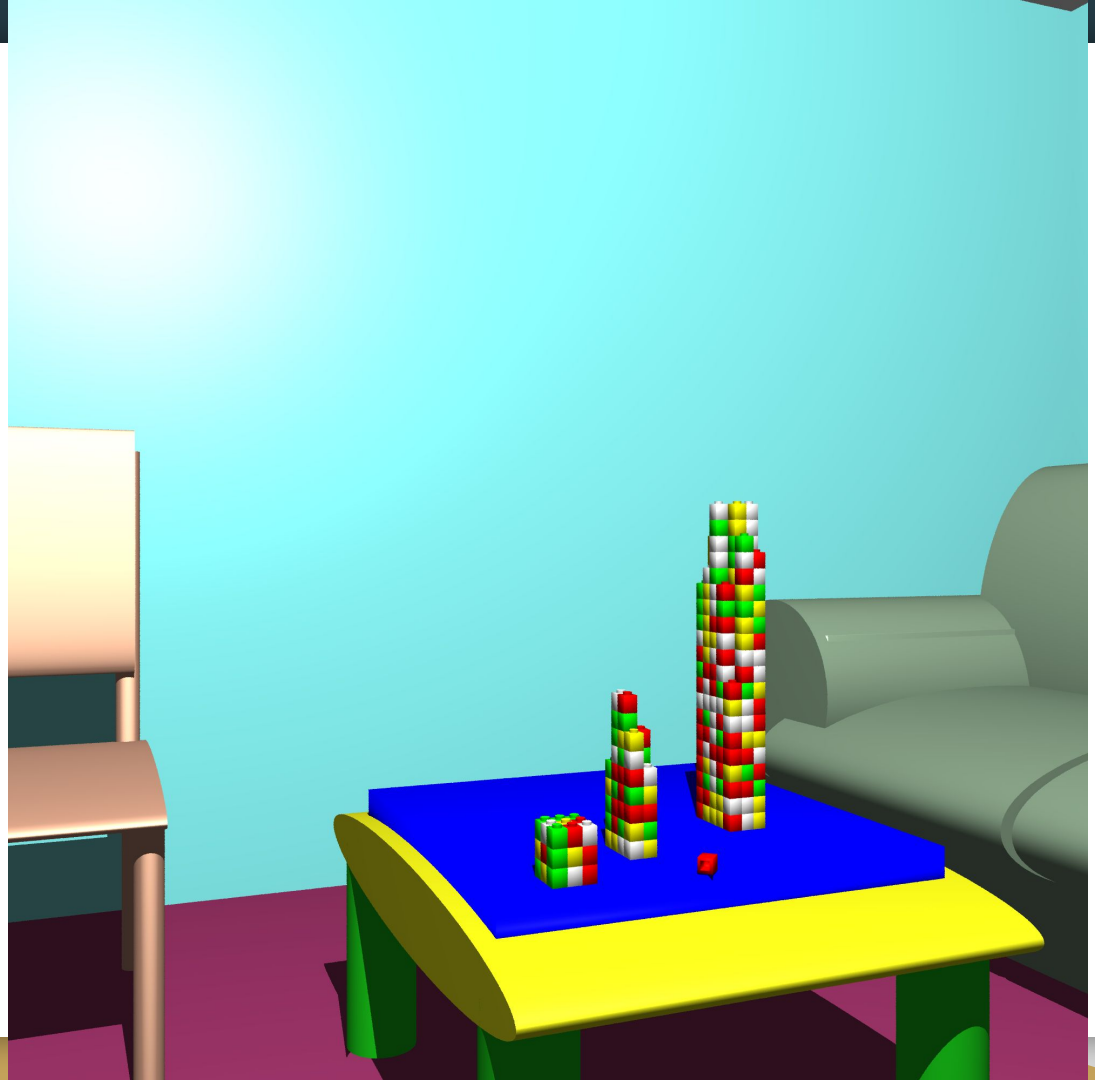
Objective 4: CSG Models



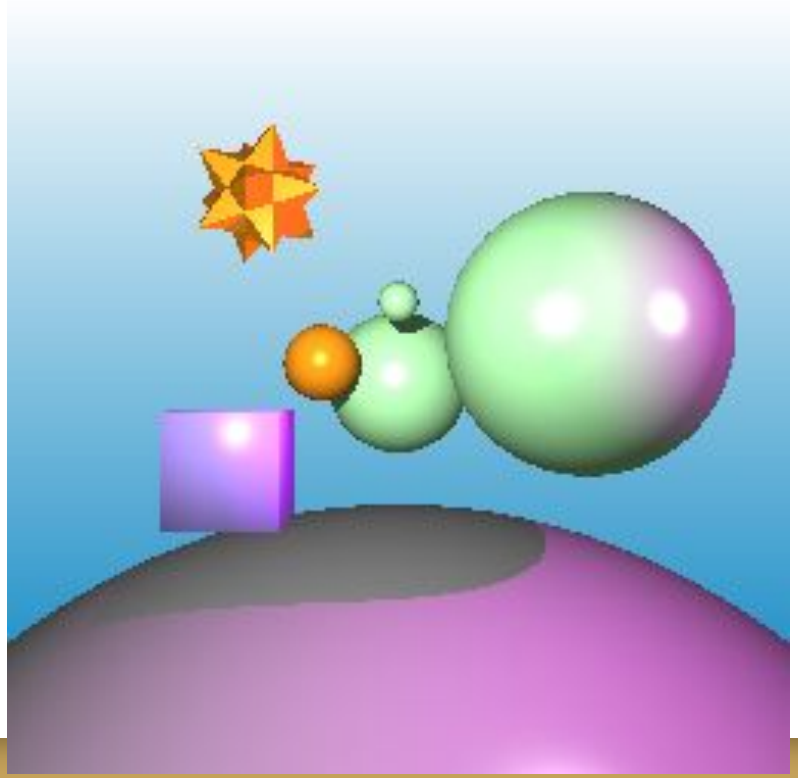
Objective 5:
Procedurally Generated Lego Structures

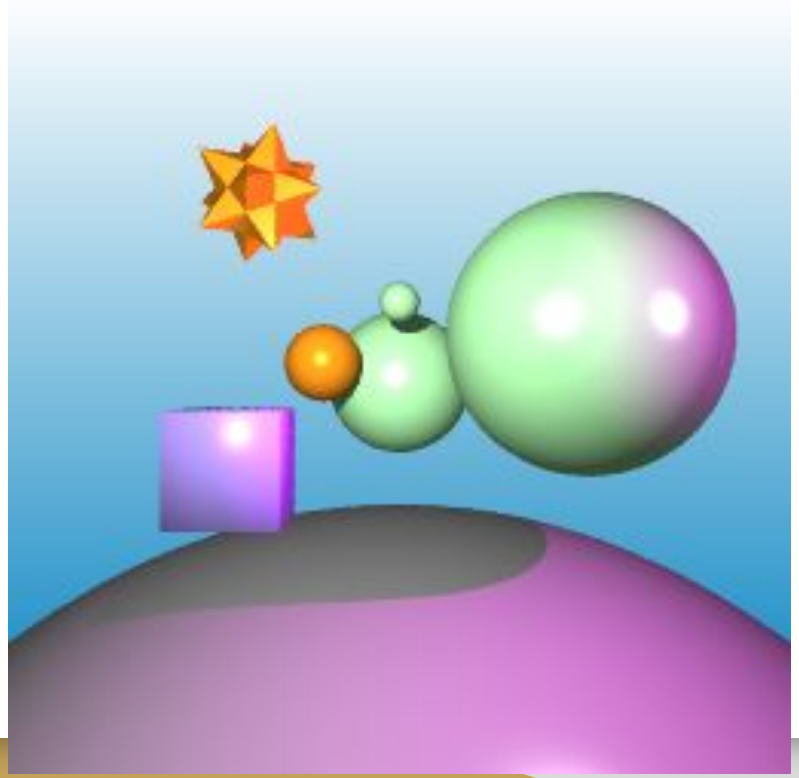


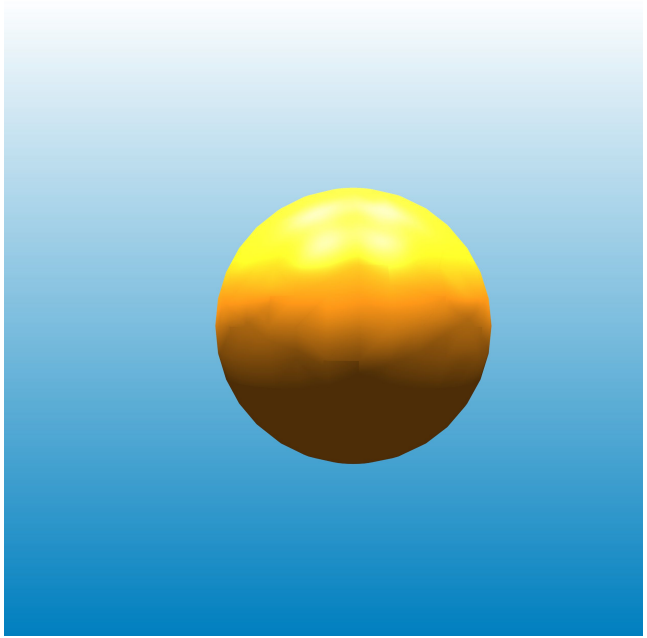
Objective 7: Scene



Objective 10: Stochastic Sampling





Extra Feature From A4: Multi-threading

Extra Feature: Gourard Shading