

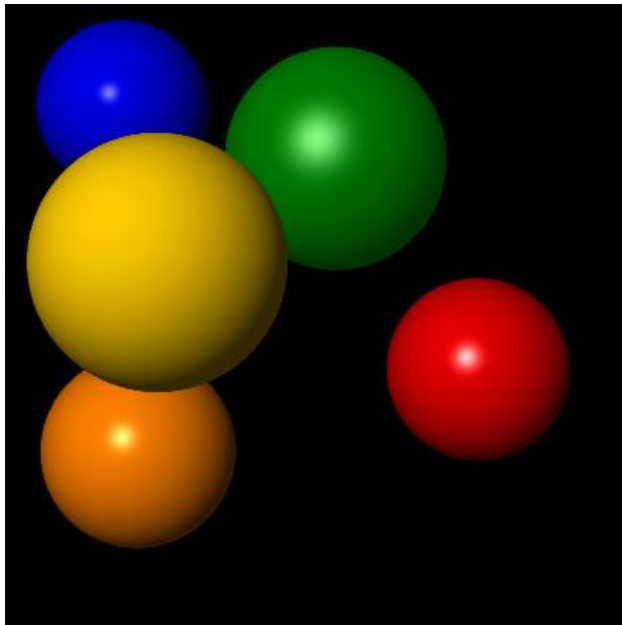
Raytracer Assignment 2

Computer Graphics

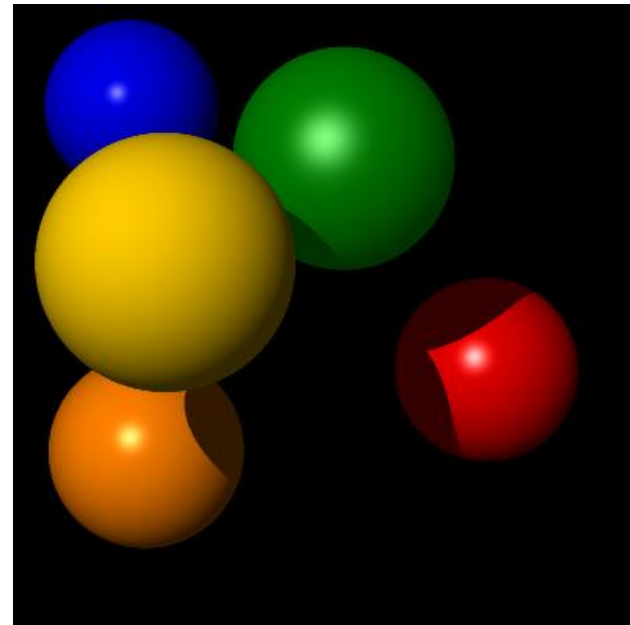
Eduardo Bier s3065979

Nadia Hartsuiker s2355809

Global lighting simulation

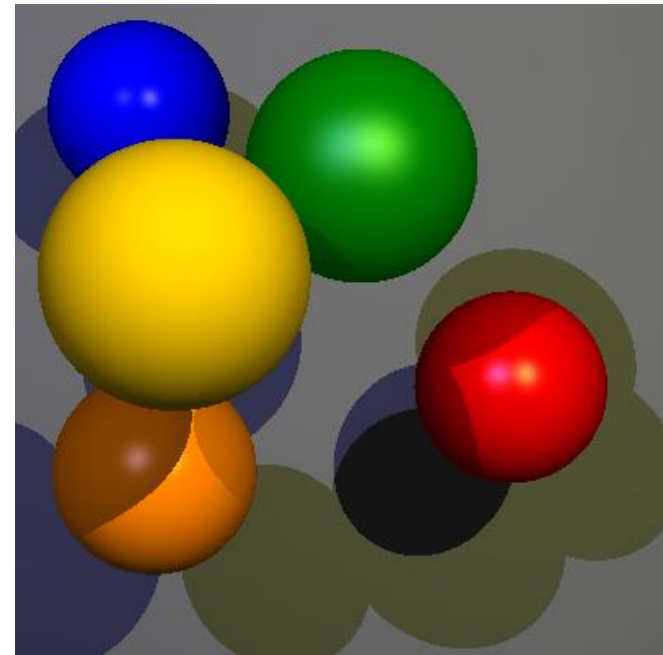
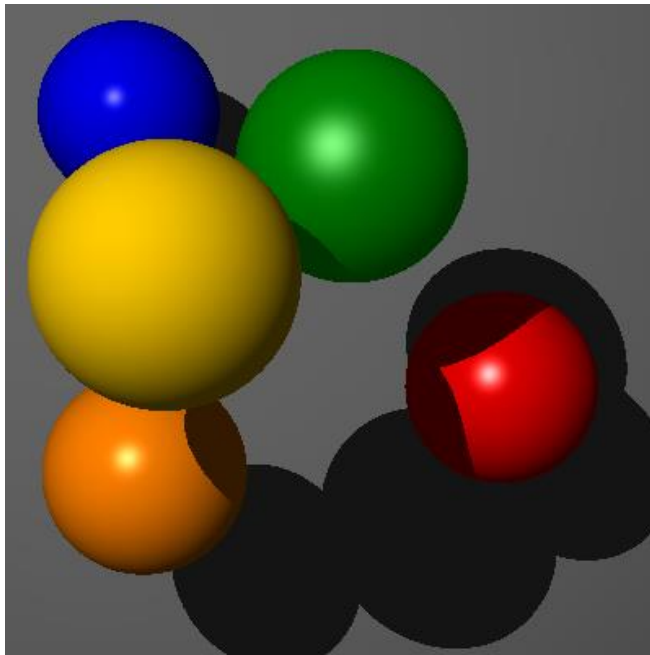


Original scene (.yaml file) with
phong lighting without
implementation of shadows



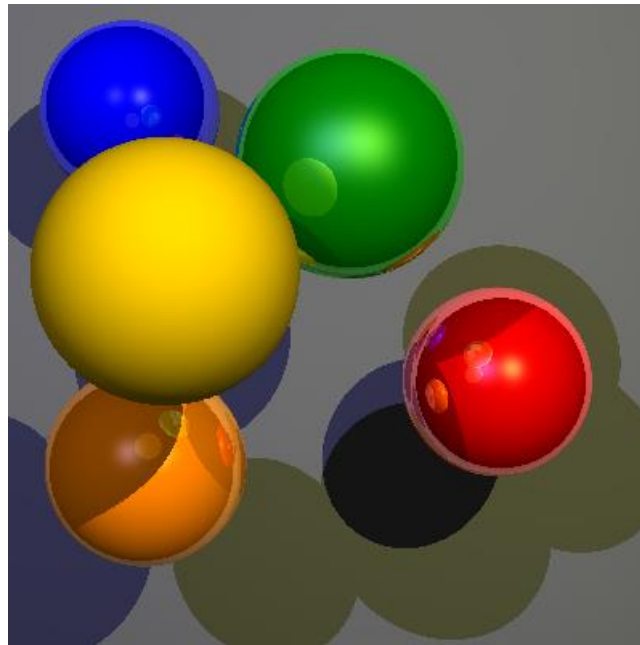
Scene (.yaml file) with
implementation of shadows
(one lightsource)

Global lighting simulation (2)



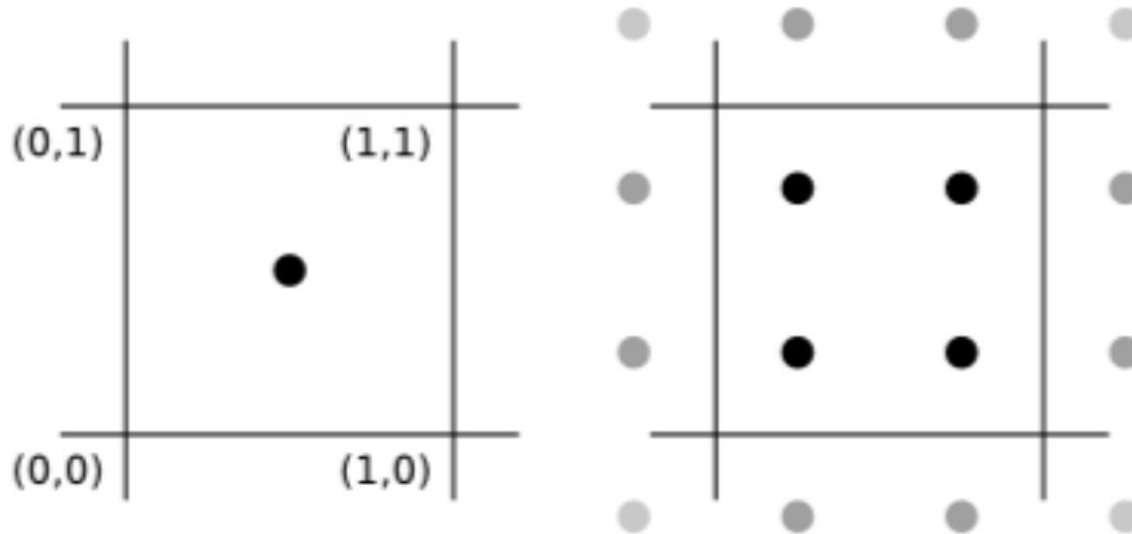
Scenes (.yaml files) with a large sphere in the background and implementation of shadows (one light source (left) and multiple light sources (right))

Global lighting simulation (3)



Scene (.yaml file) with implementation of reflection with a recursion depth of 2.

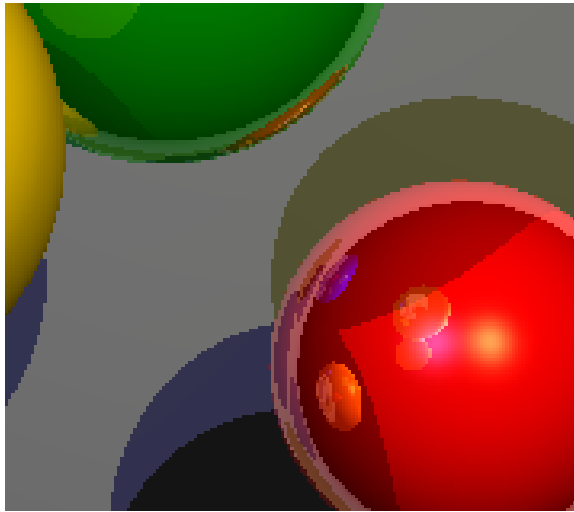
Anti-aliasing



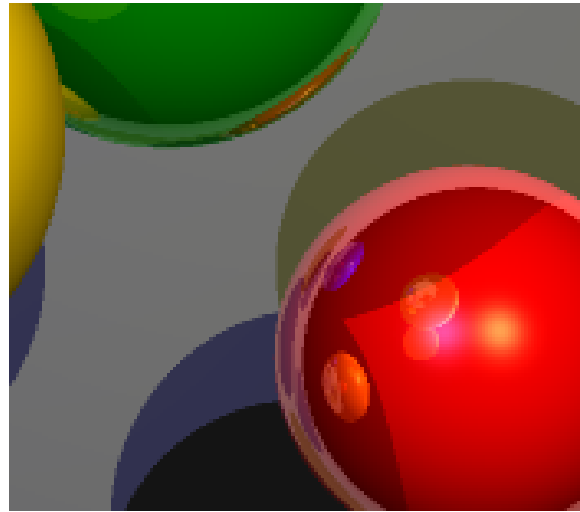
Source: Raytracer 2 Assignment

https://nestor.rug.nl/bbcswebdav/pid-7629275-dt-content-rid-7939950_2/courses/INBCG-o8.2015-2016.2A/raytracer2%282%29.pdf

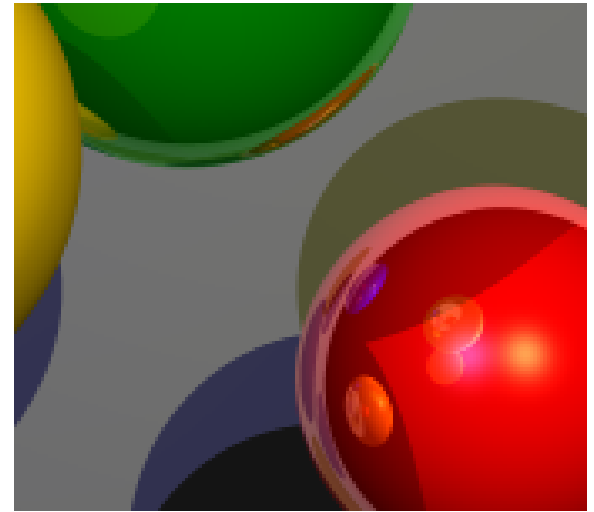
Anti- aliasing



No super sampling
(part of a rendered
image)

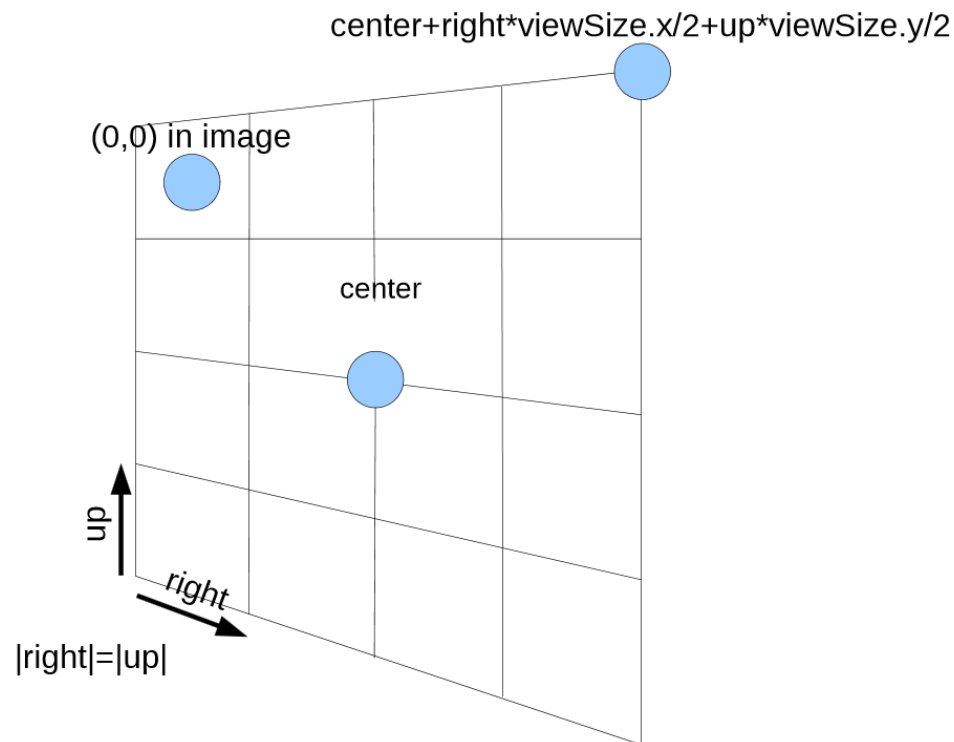


4 rays fired at one
pixel



64 rays fired at one
pixel

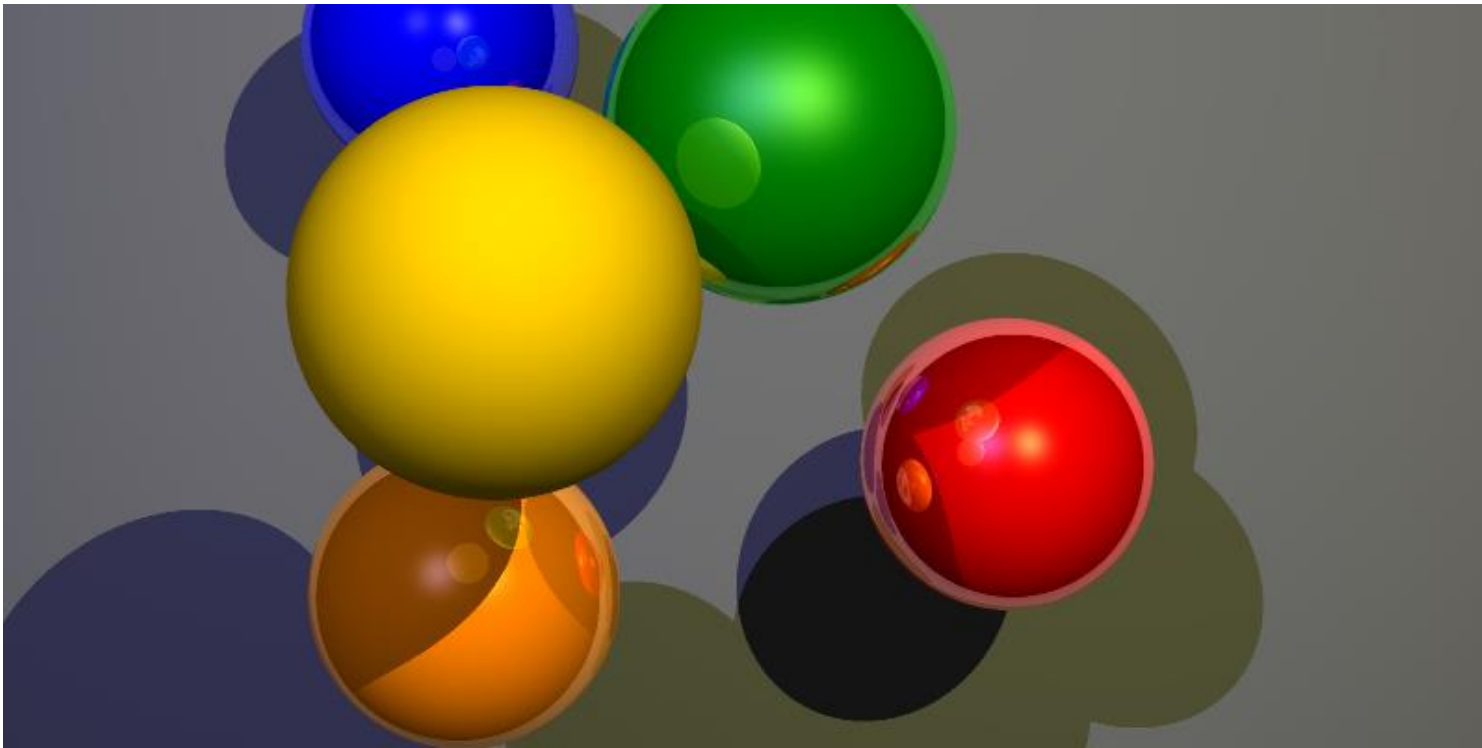
Extended camera model



Source: Slides of the second Raytracer Assignment

https://nestor.rug.nl/bbcswebdav/pid-7677347-dt-content-rid-7930157_2/courses/INBCG-08.2015-2016.2A/Ray2%281%29%281%29.pdf

Extended camera model (2)



Scene with adjusted camera settings (implemented camera object), reflections and shadows from multiple light sources