

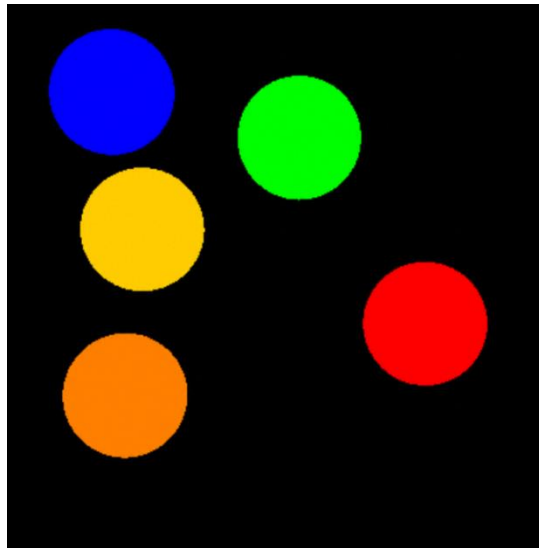
Raytracer Assignment 1

Computer Graphics

E. D. C. Bier, 3065979

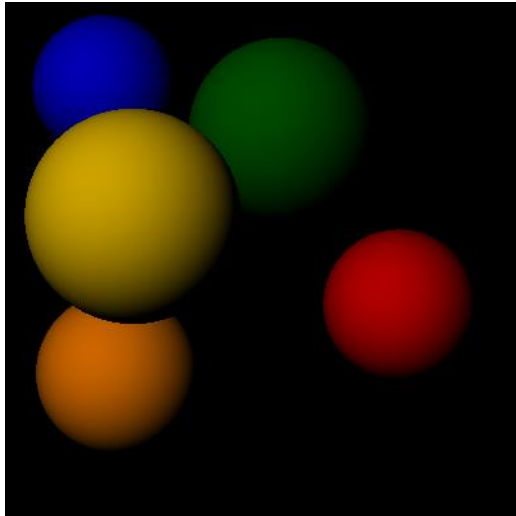
N. Hartsuiker, s2355809

Raycasting with spheres & Phong Illumination

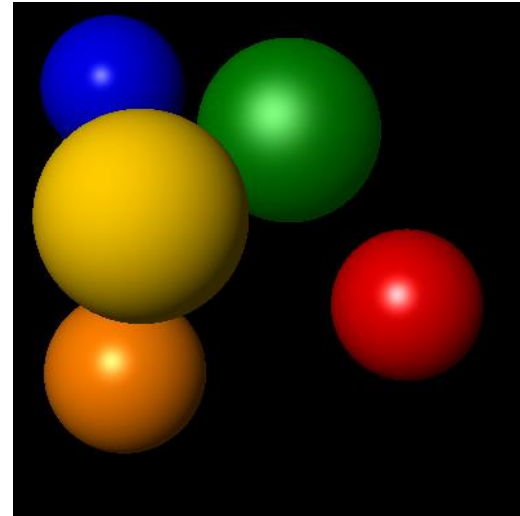


Scene (.yaml file) without intersection

Raycasting with spheres & Phong Illumination

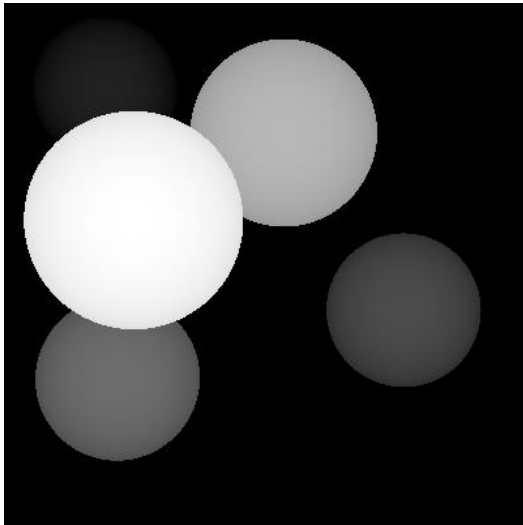


Intersection and adding the diffuse term of Phong's model

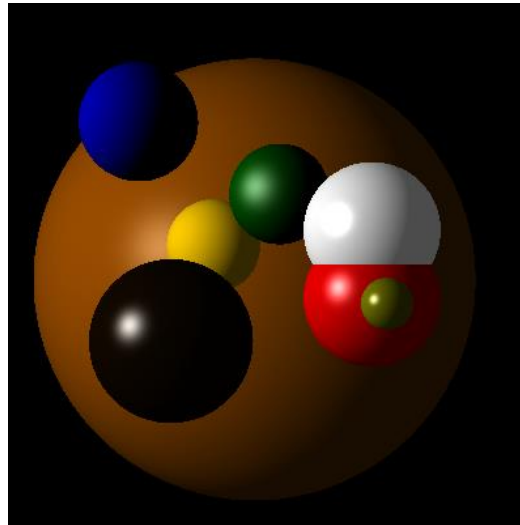


Adding ambient and specular parts of Phong's model

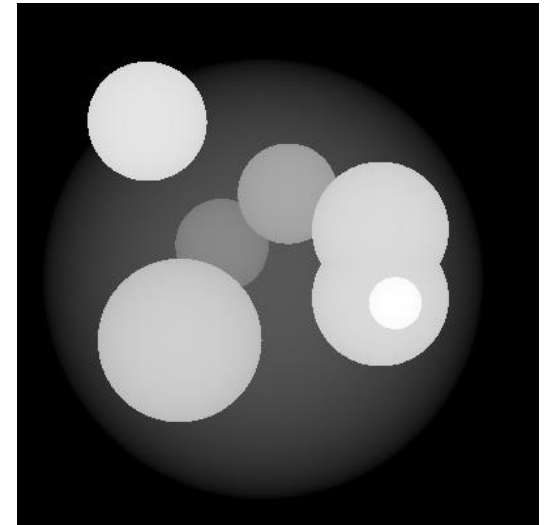
Implementation of a z-buffer



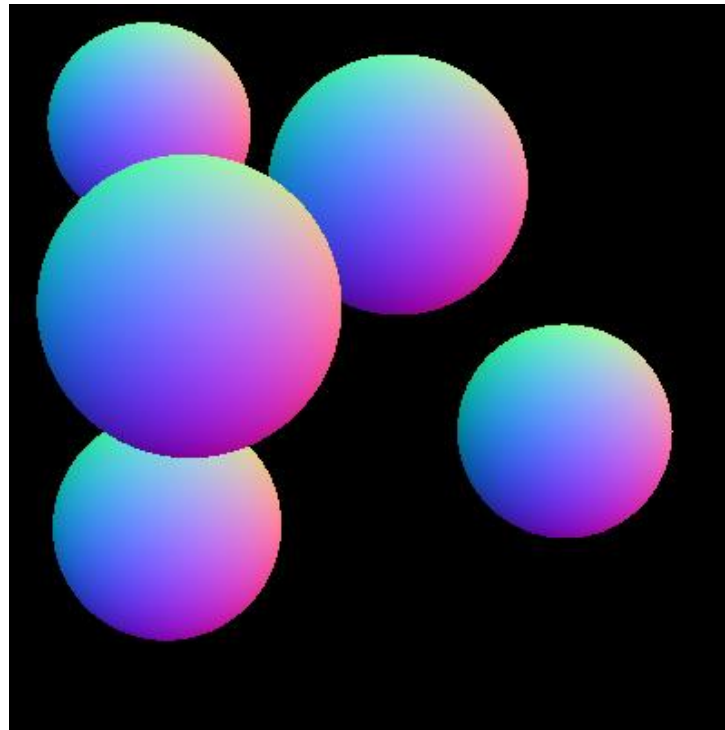
Scene 01



• Scene 02



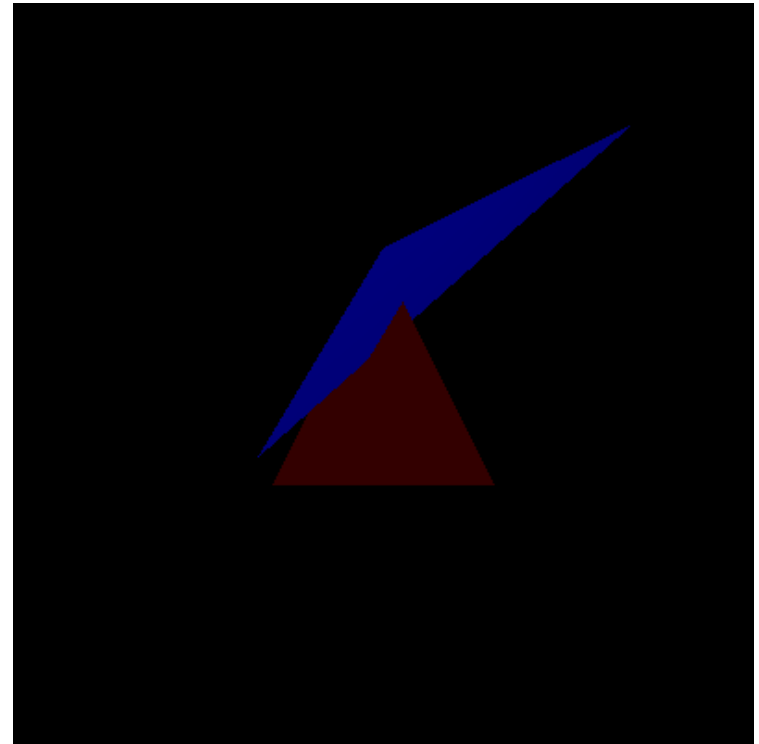
Implementation of a normal buffer



Scene 01

Additional Geometries

- Triangle
- Plane



Scene with two triangles