

## Whitted Tracing Report

I used C++ to implement my ray tracer. I ran it on a MacBook Pro with a 2.7 GHz Intel Core i5 processor. I used multi jittering in my algorithm to smooth out the edges. For that, I shot out 4 rays per pixel.

Photo	Rays per pixel	Image size	Total Rays	Time (seconds)
Metal + glass sphere	225	500	56250000	710.795
Rectangle lights	16	200	640000	8.31309
Rectangle lights	225	500	56250000	843.029
Sphere light	400	400	64000000	1041.71