# Task 1:
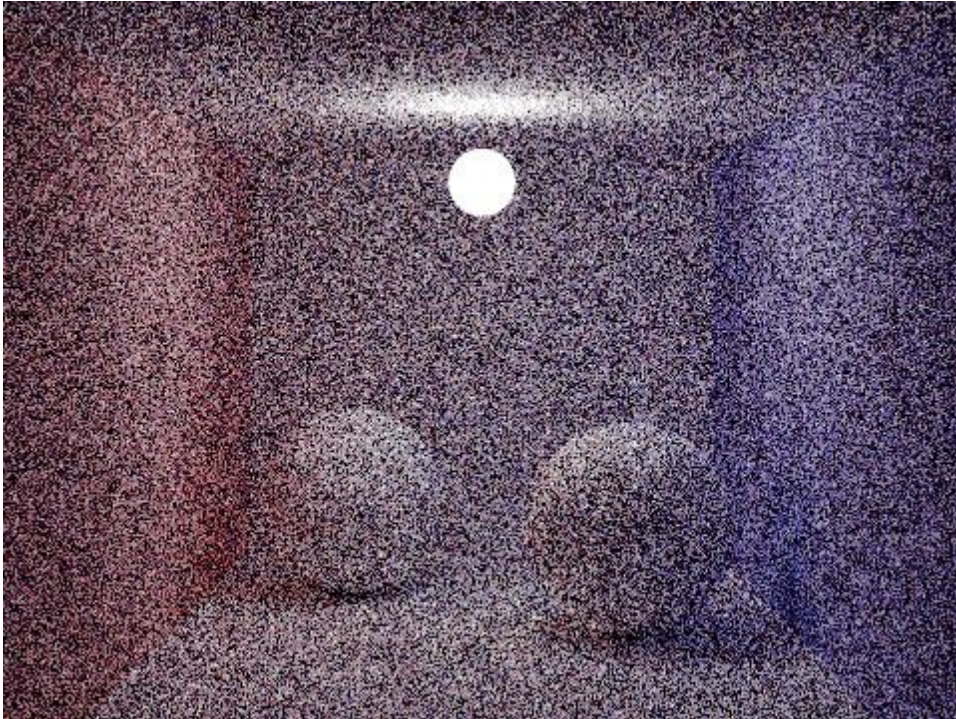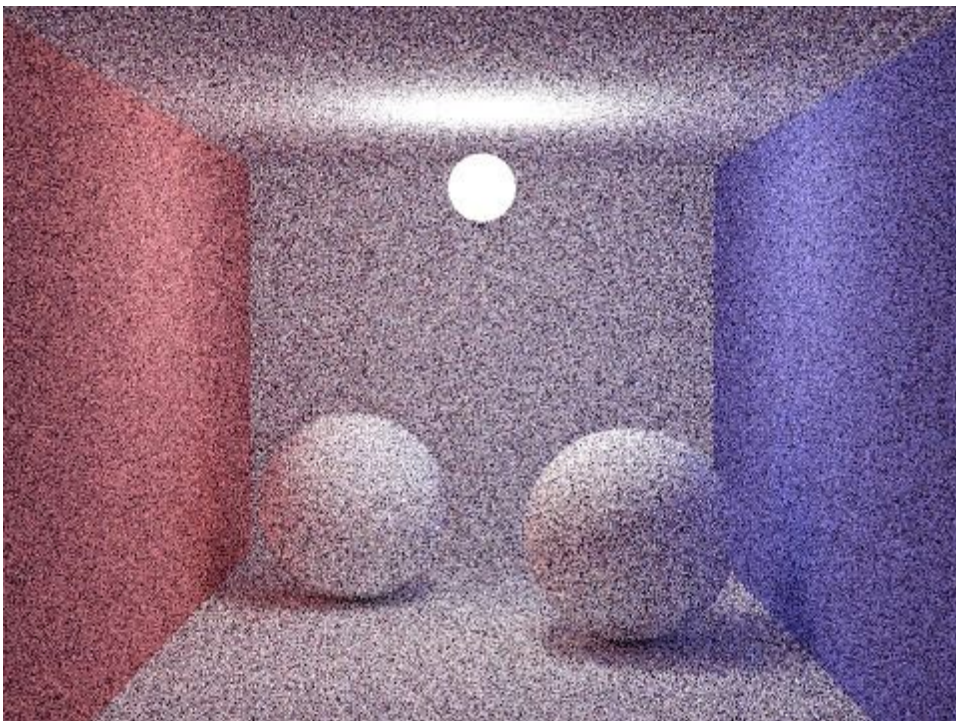## Applied simple rendering equation: the sum of emitted radiance and reflected radiance

### With 64 samples



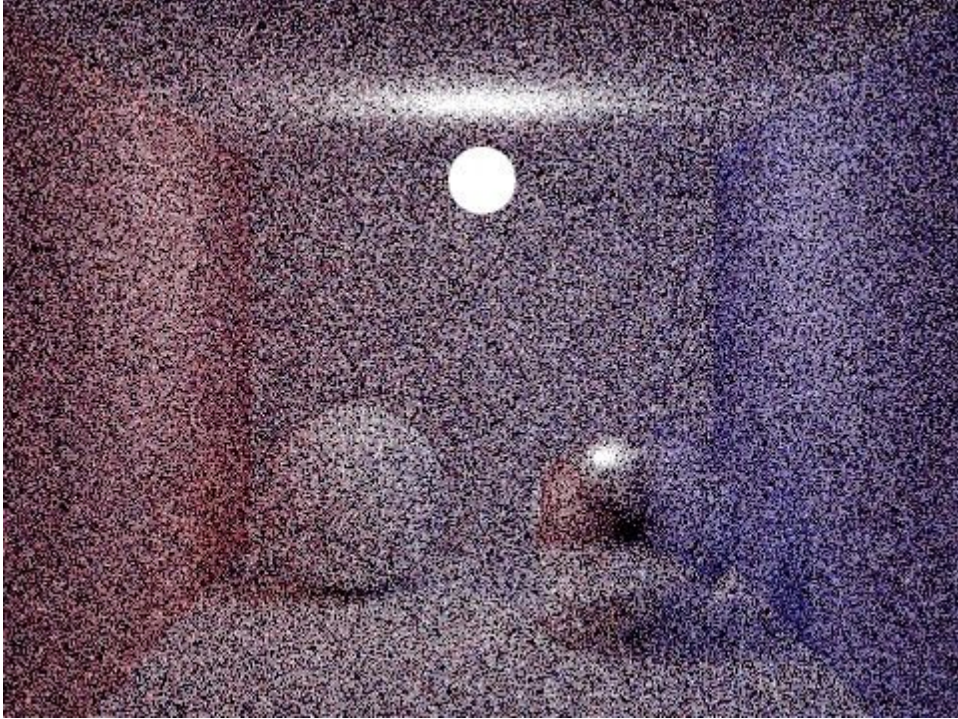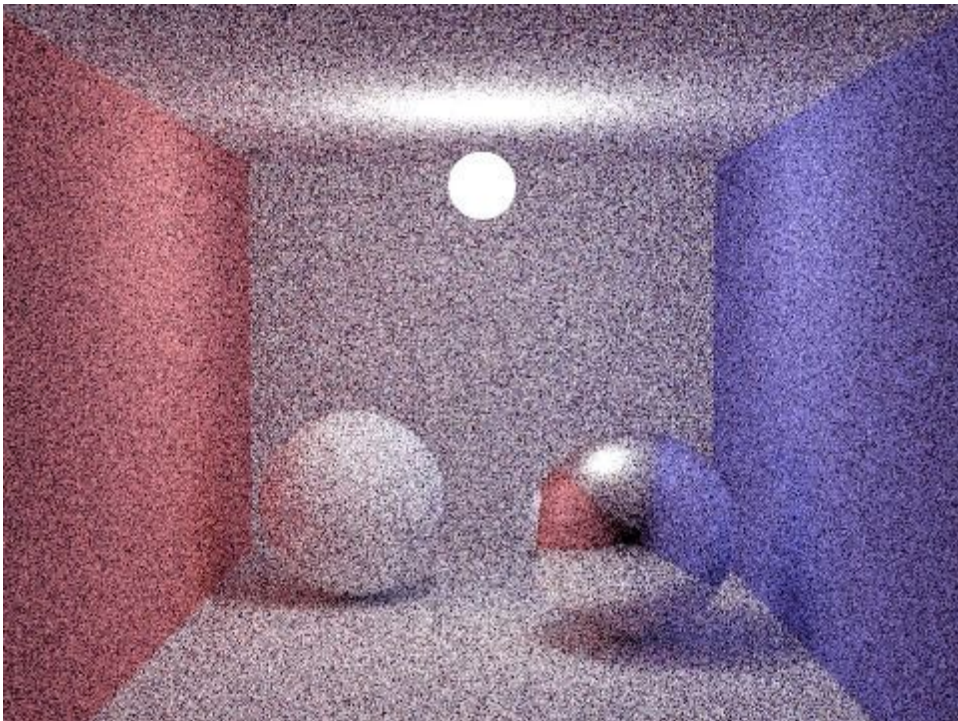### With 256 samples

# Task 2: Added Ideal specular BRDF function from Task 1
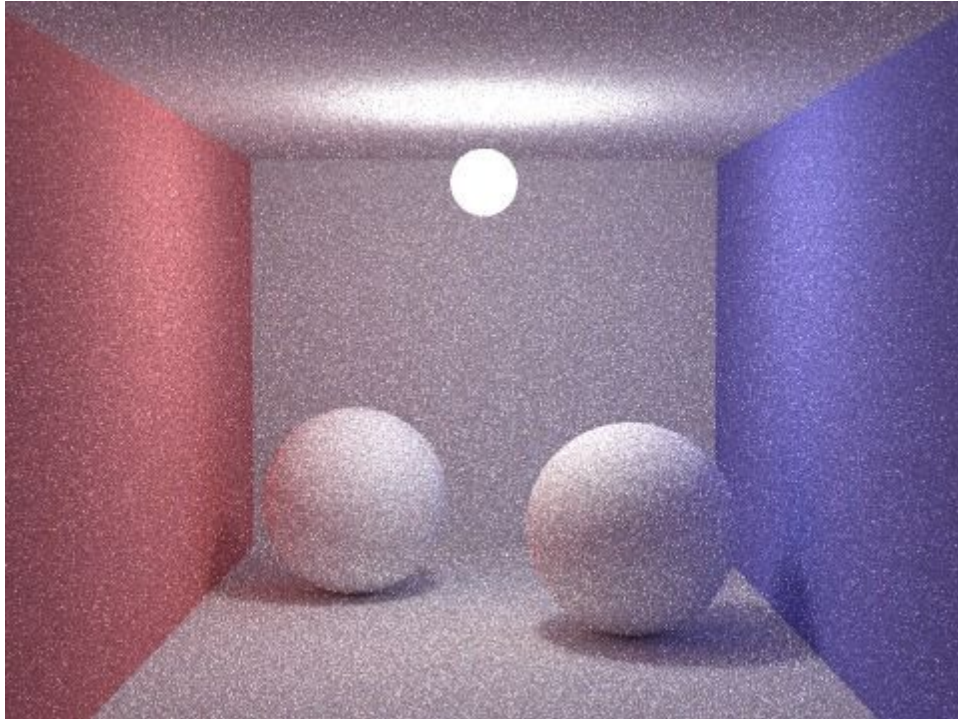
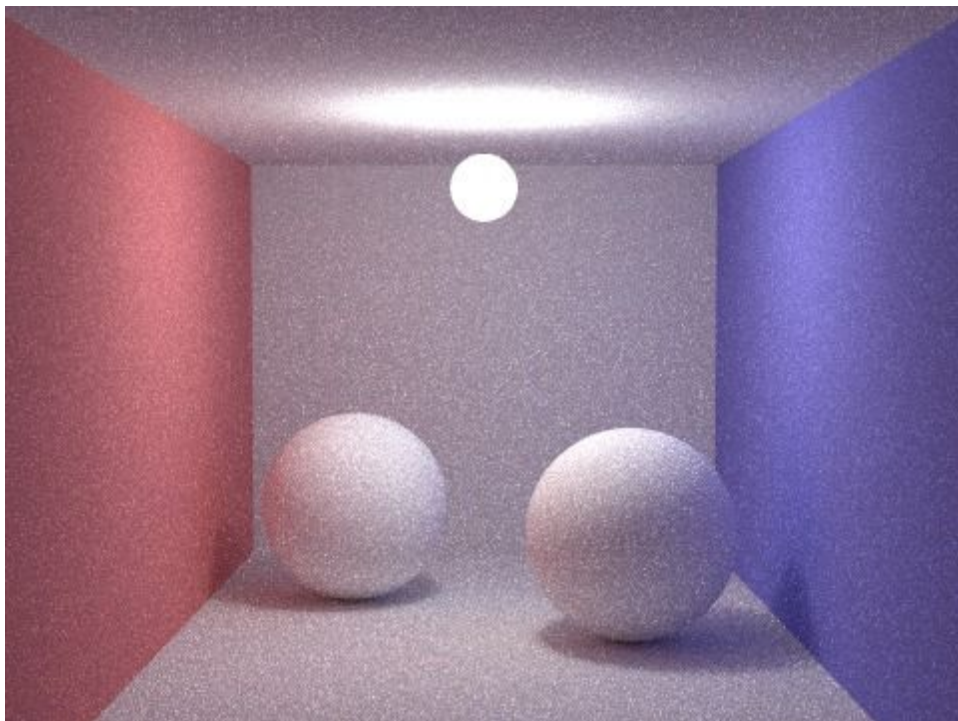## With 64 samples



## With 256 samples

# Task 3-1:
## Path Tracing with Next Event Estimation from Task 2 without fixing Specular Surfaces
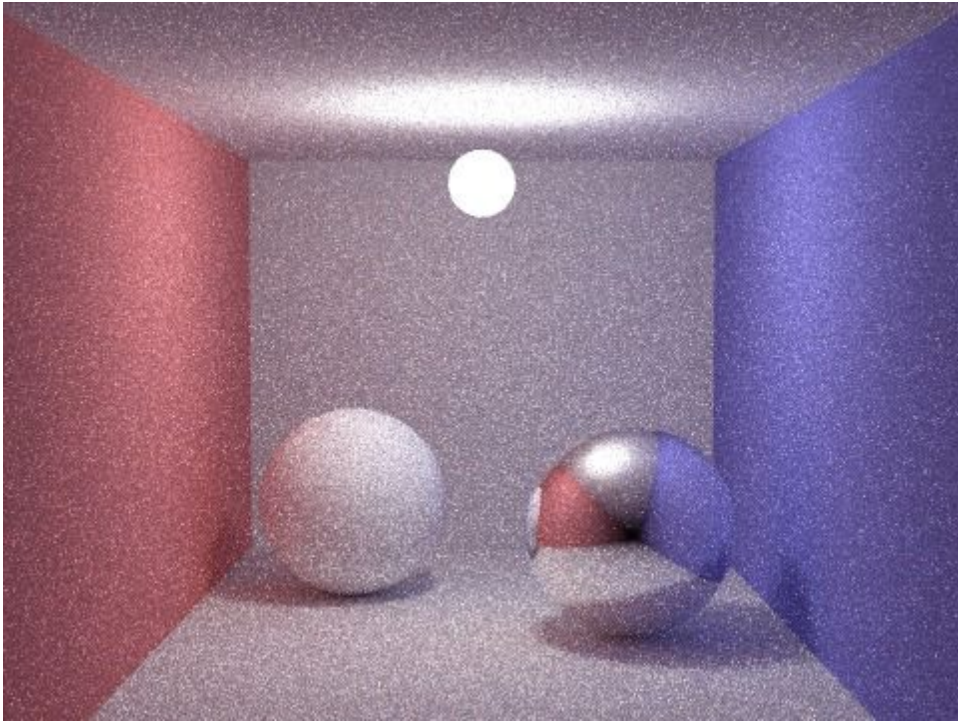
### With 64 samples



### With 256 samples

# Task 3-2:  Fixing Specular Surfaces frome Task 3-1

## With 64 samples



## With 256 samples