CUDA RAYTRACER

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Blog address-: http://raytracerpathtracer.wordpress.com

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Things implemented-:

- Raycasting from a camera into a scene through a pixel grid
- Phong lighting for one point light source
- Diffuse lambertian surfaces
- Raytraced shadows
- Cube intersection testing
- Sphere surface point sampling

Extras

- Specular reflections.
- Antialiasing.

Some of the renders are in ../renders/   folder.