

Assignment 7

Set Config Files to Run the Code

All the config files are under `src/main/resources/configs`

For example, just copy `src/main/resources/configs/camera.config` to configuration and the code is going to run.

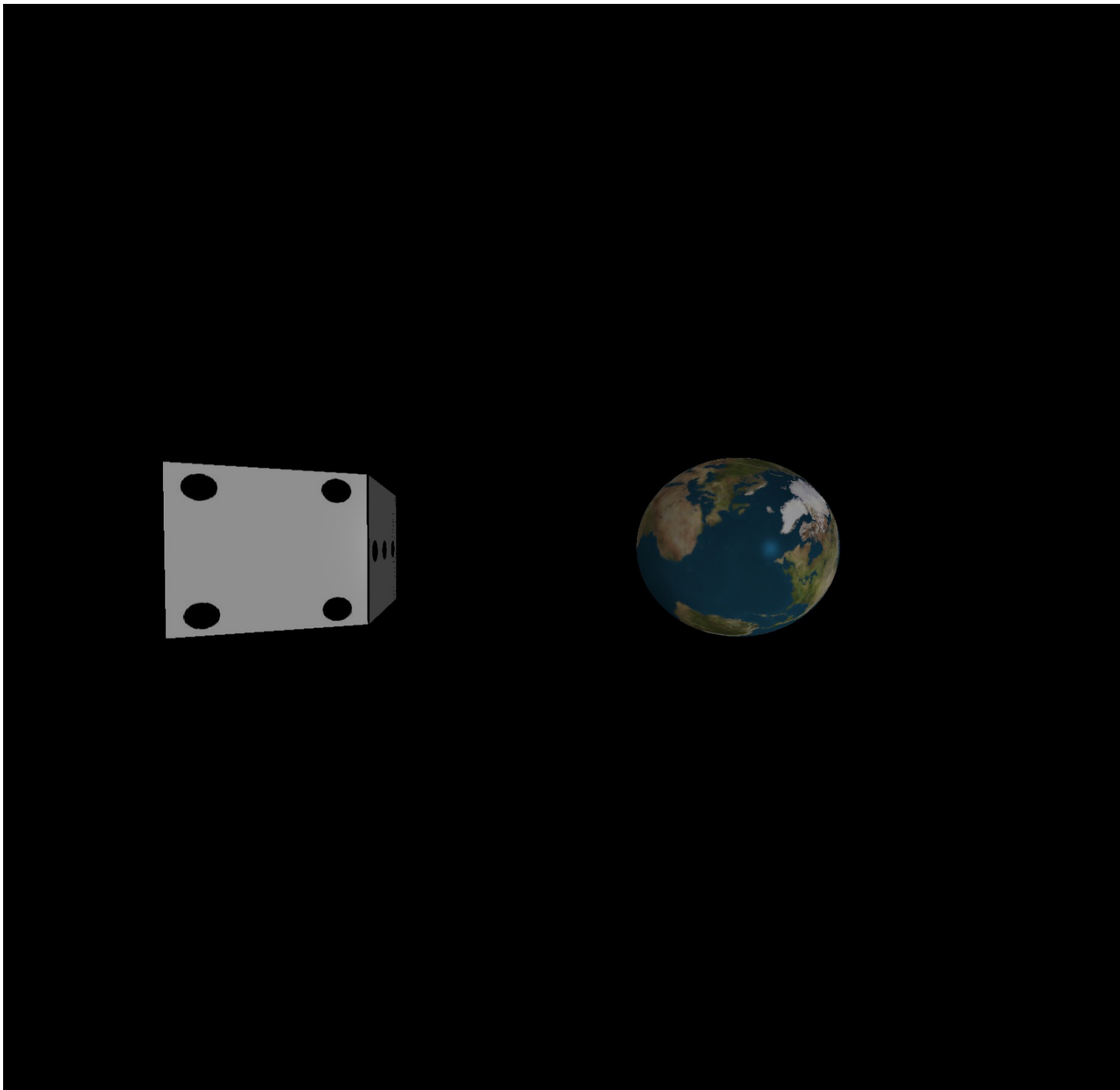
`camera.config` is displaying the final rendering. Camera position: (0,0,30) looking at (0,0,0).

We are rendering a die and an earth.

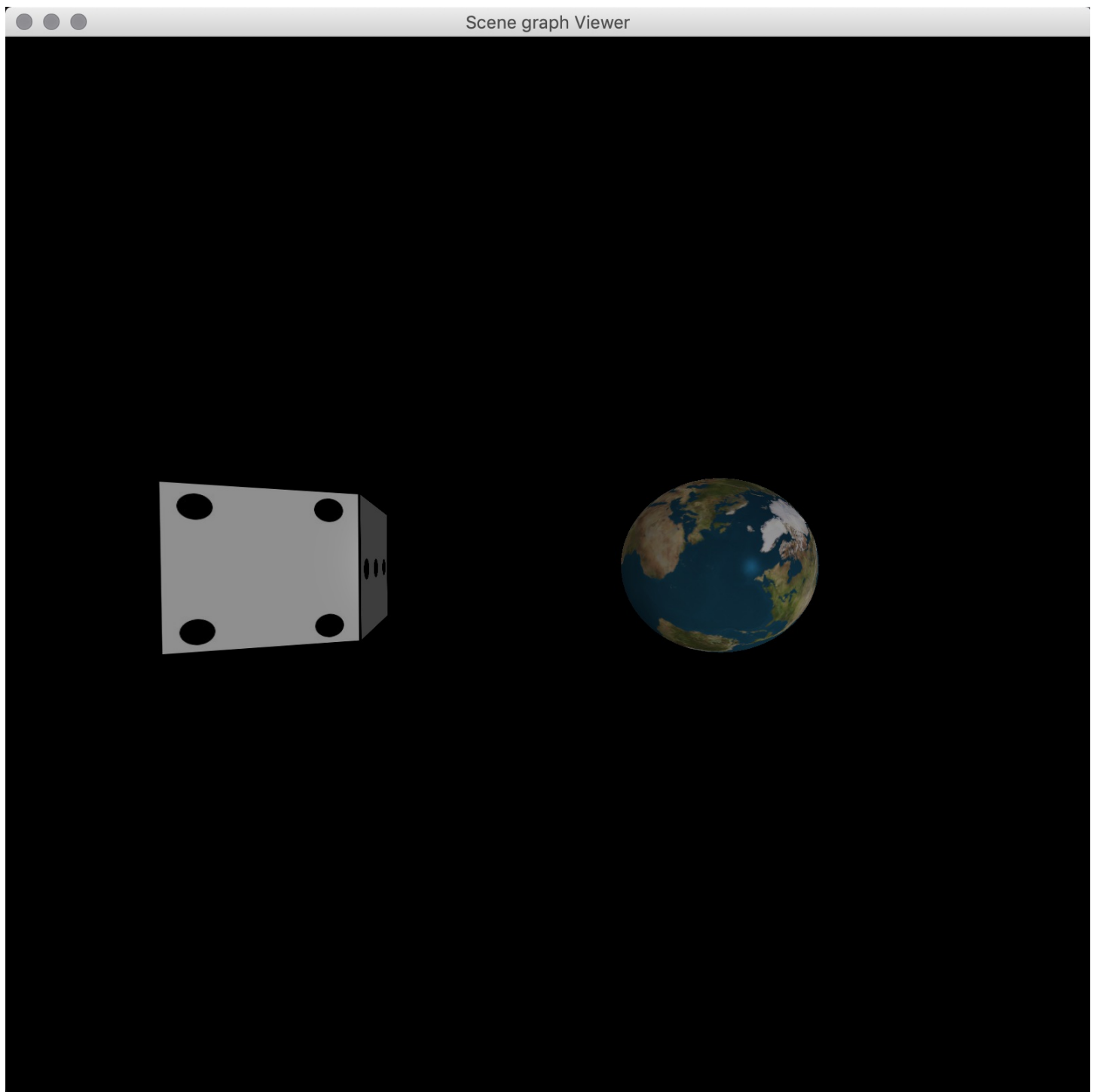
Similarly, other 3 files work as well, including `camera.config`, `box.config`, `sphere.config` and `light.config`.

Final rendering

This is a render from ray tracer



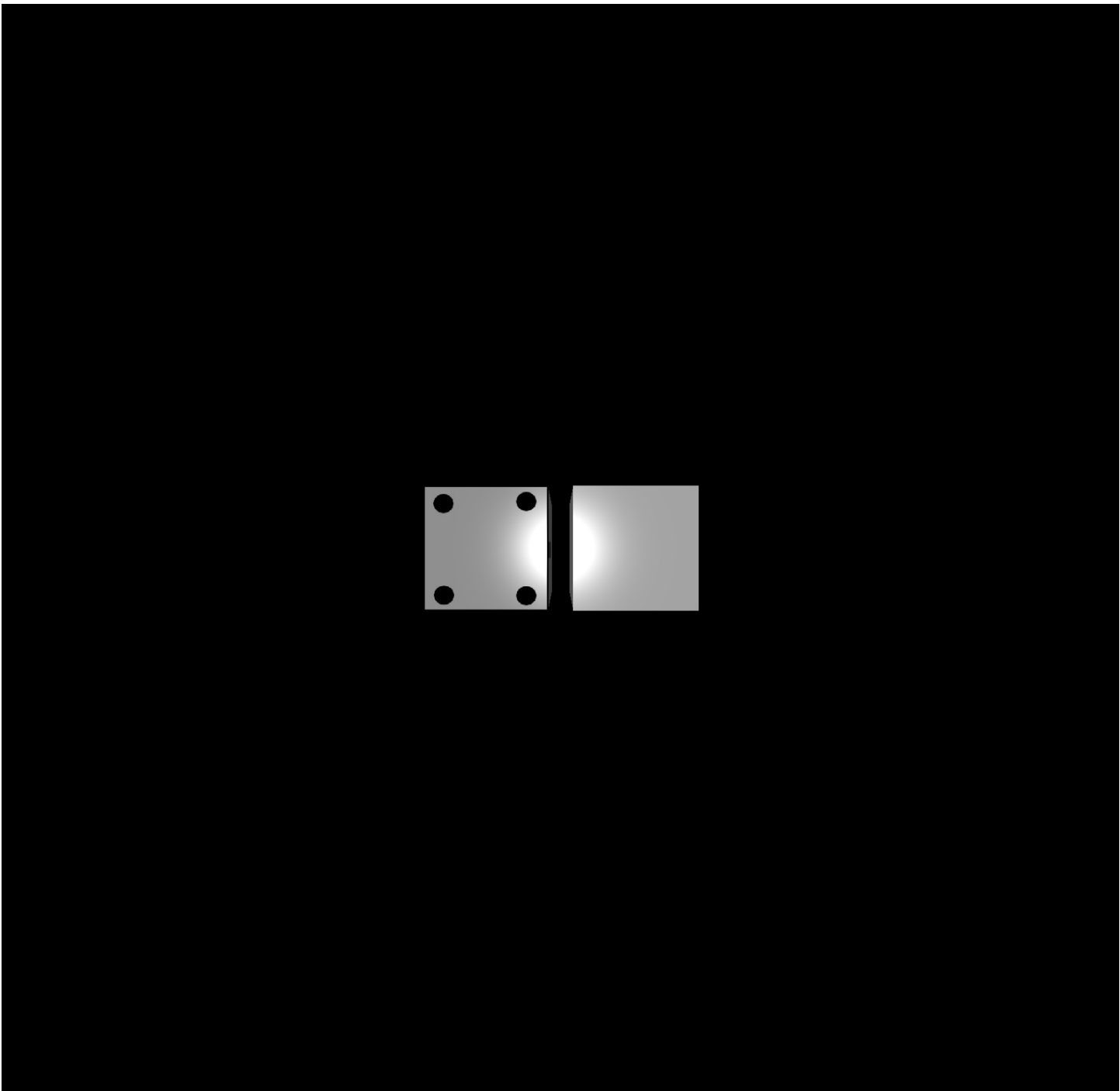
This is a render from OpenGL



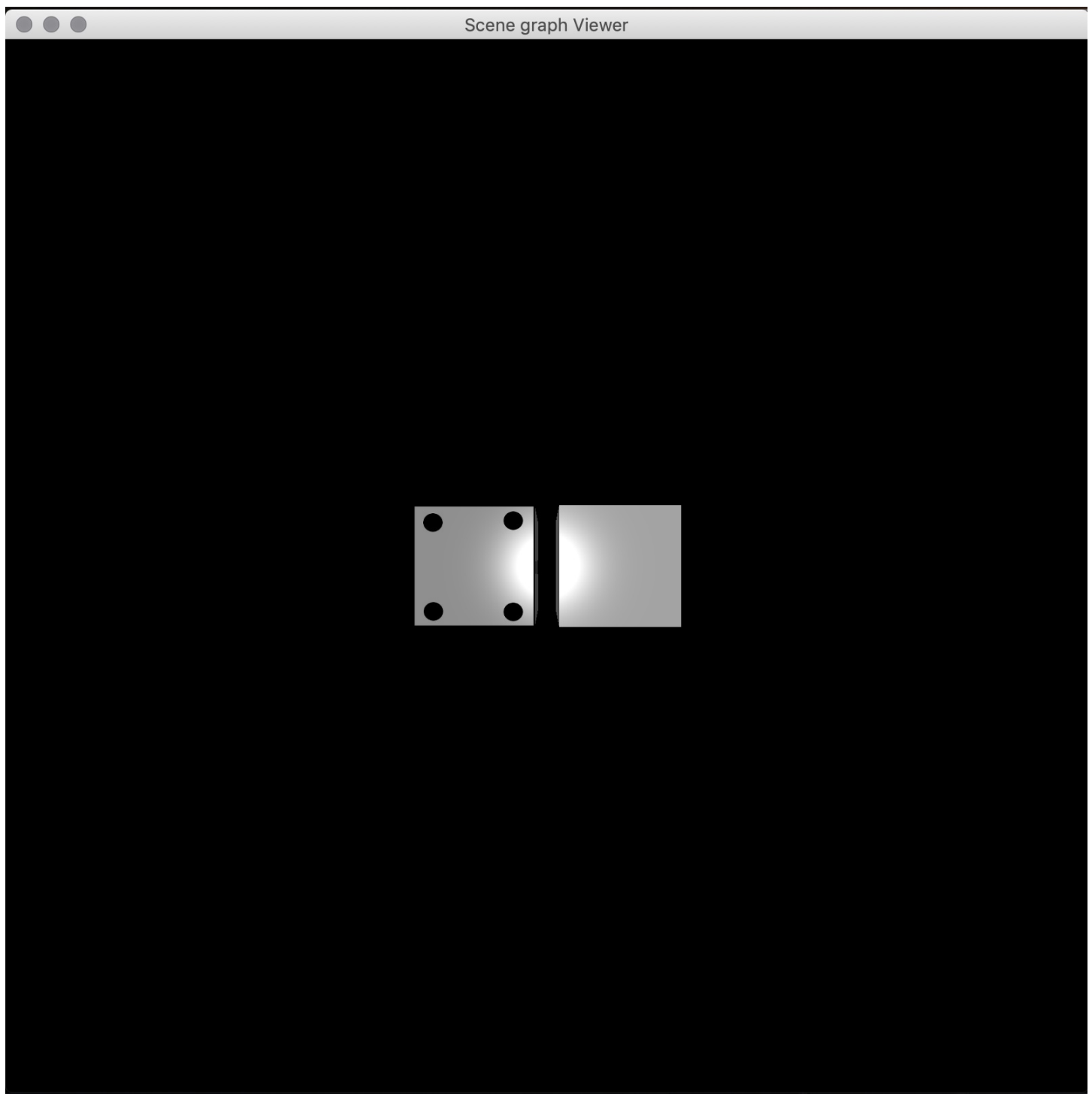
box rendering

There are two box in this scene. One has texture, the other doesn't.

This is a render from ray tracer



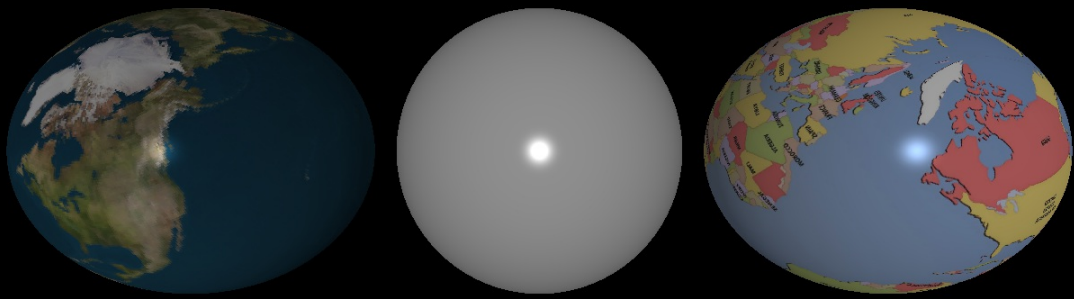
This is a render from OpenGL



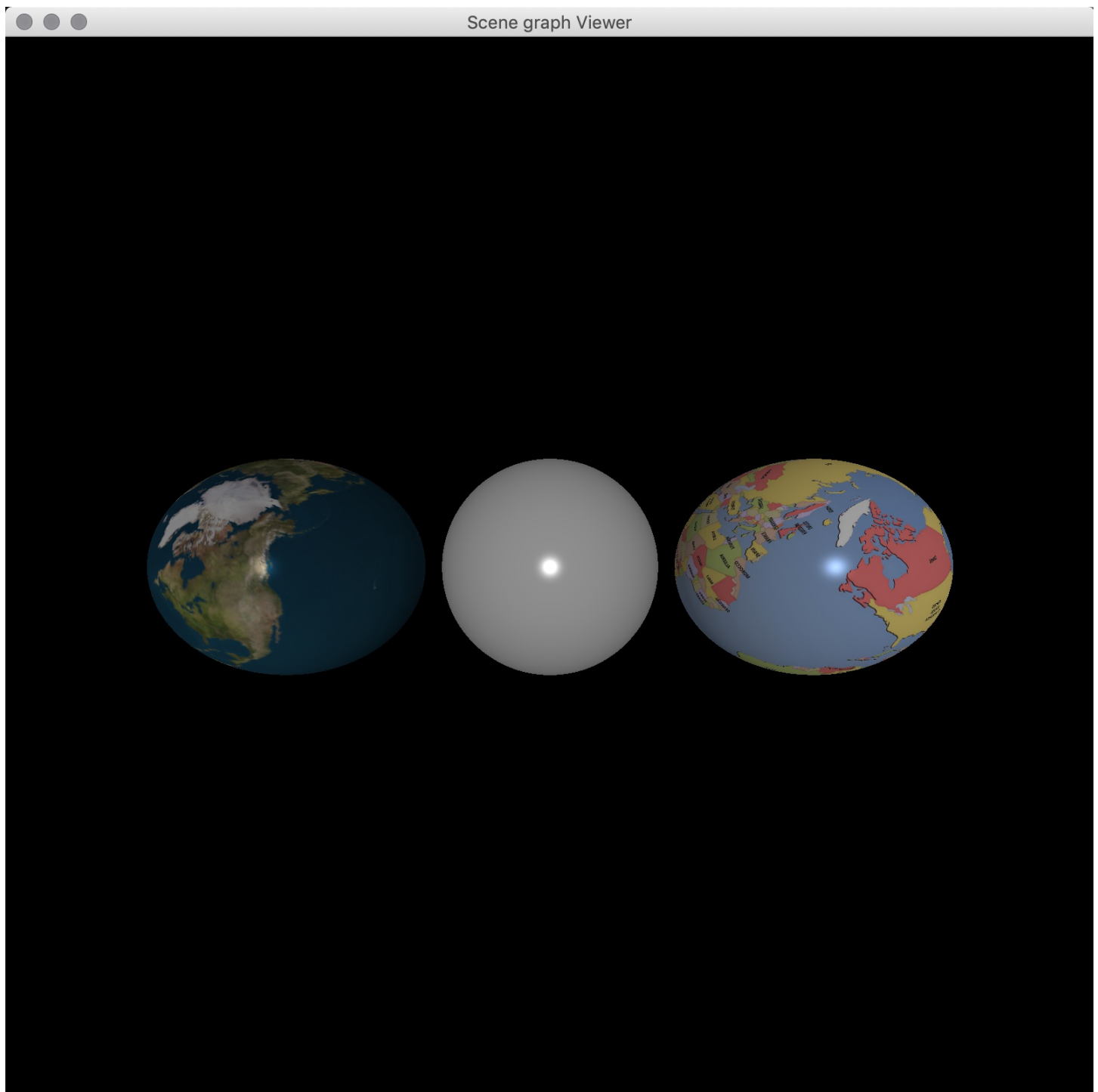
sphere rendering

There are three spheres in this scene.

This is a render from ray tracer



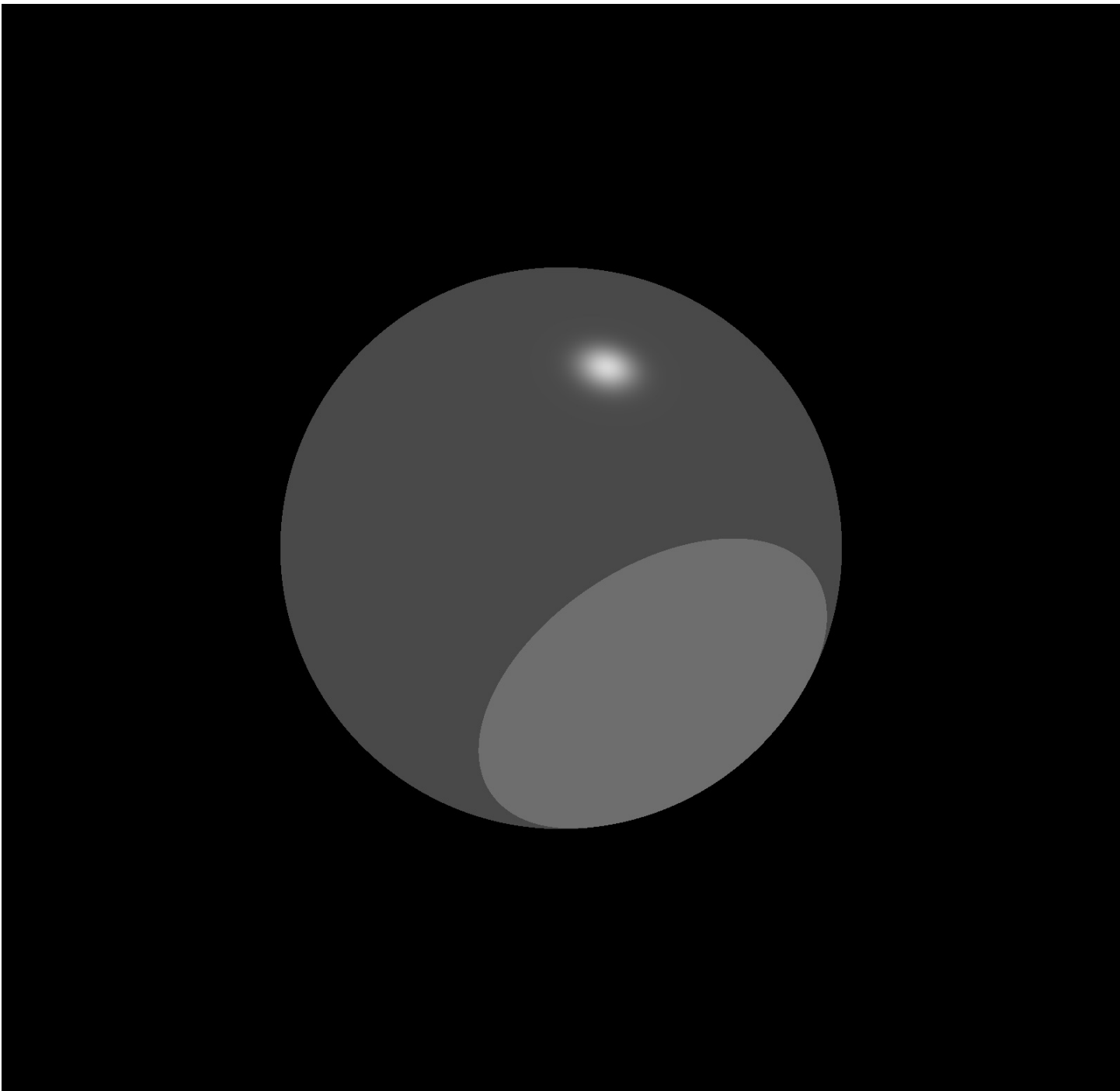
This is a render from OpenGL



light works

There is a spot light and a directional light

This is a render from ray tracer



Texture works

This is a render from ray tracer



You may find that the map is inversed in our renderings. We have asked this problem in Piazza and we were told to fit our image with OpenGL even though OpenGL is rendering the wrong one. We were originally rendering the "correct" image and inverted our rendering after reading the Piazza post.