# Assignment 3 “Optimise your own project”

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# Our project

As our project we choose to optimise our ray tracer that we have created for the Advanced Graphics course. The ray tracer can simulate: diffuse, specular, glossy (with variable specularity) and refractive objects. Next event estimation is partially implemented but does not work properly. We use a octree to divide the triangles in a spatial structure. For the intersections with bounding boxes and triangles we use code found on the internet which is assumed to be the fastest way to do these intersections.

# Improvement process