



Introduction to Computer Graphics

Assignment 0 – Raytracing “Hello World”

Handout date: 20.02.2019

Submission deadline: 28.02.2019, 13:00 h

Late submissions are not accepted

This ungraded assignment is primarily intended to ensure the provided raytracing framework code properly builds and runs on your computer. Instructions for building the code can be found in README.md of the zip archive. You are also encouraged to browse through and familiarize yourself with the code; future assignments will ask you to add various functionalities to it.

We recommend creating a **private** GitHub repository for collaboration with your fellow group members. This requires you to request a free “Student Developer Pack” membership at <https://education.github.com/pack/> if you haven't already. For those new to Git, a basic tutorial can be found at <http://try.github.io>. But feel free to use other code version control/synchronization tools if you prefer.

The required part of this assignment is to edit `scenes/solid_color/solid_color.sce` to produce the color of your choice and render it to the output file “`solid_color.png`”.

What to hand in

A .zip compressed file renamed to `ExerciseN-GroupI.zip` where N is the number of the current exercise sheet and I is the number of your group. It should contain **only**:

- The files you changed (in this case, `solid_color.sce`) and the requested program output (one output image). It is up to you to make sure that all files that you have changed are in the zip.
- A `readme.txt` file containing a description on how you solved each exercise (use the same numbers and titles) and the encountered problems. Indicate what fraction of the total workload each project member contributed.
- Other files that are required by your `readme.txt` file. For example, if you mention some screenshot images in `readme.txt`, these images need to be submitted too.
- For theory exercises, a `TheoryExercise.pdf` document with your answers.

Submit solutions to Moodle before the deadline. Late submissions receive 0 points!