

Based on the book "Ray-tracking in one weekend" after I have completed the code I started to change the spheres. Originally I wanted to change the shape of the sphere to make it look like an egg shape. However, after messing around with the code I was unable to change the shape without causing any errors in the code. So I opted for a different way. I added a swirl class in the material.h file, that controls the way that the sphere appears. However the swirl that came out was not exactly what I wanted. Originally I wanted to add spirals on the outside of the sphere to change the texture of the sphere. However, based on my code and the way my code ran, it looks like it only changed the "color" of the sphere to add a swirl color mix. In addition, I am changing the floor to green and adding a little bit of mini spikes to indicate grass. So it looks like marbles on grass. In addition, if you are looking at my folder I have 4 folders: Color\_test, Final, Final\_dif, and Final\_dif2. Color\_test is for testing the RGB colors in the beginning of the book, the Final folder is the original code from the book with no change, Final\_dif is the folder is where I made swirl change only, and the Final\_dif2 is where I made the swirl change and the "grass" change. In addition, some of these pictures are kind of blurry because if I make it any more HD the code will take upwards of 3+ hours.