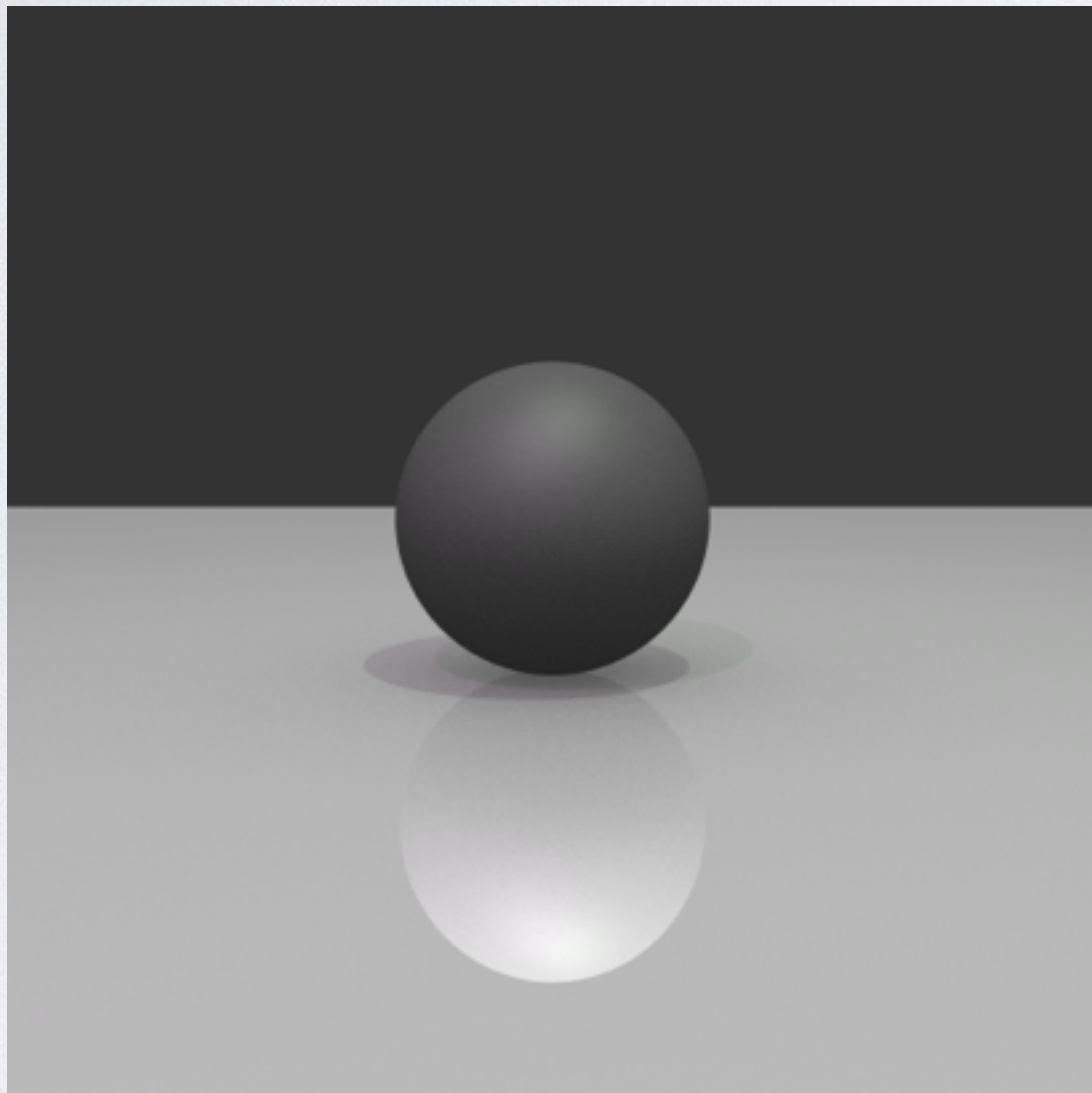


CS77 Final | Raytrace II

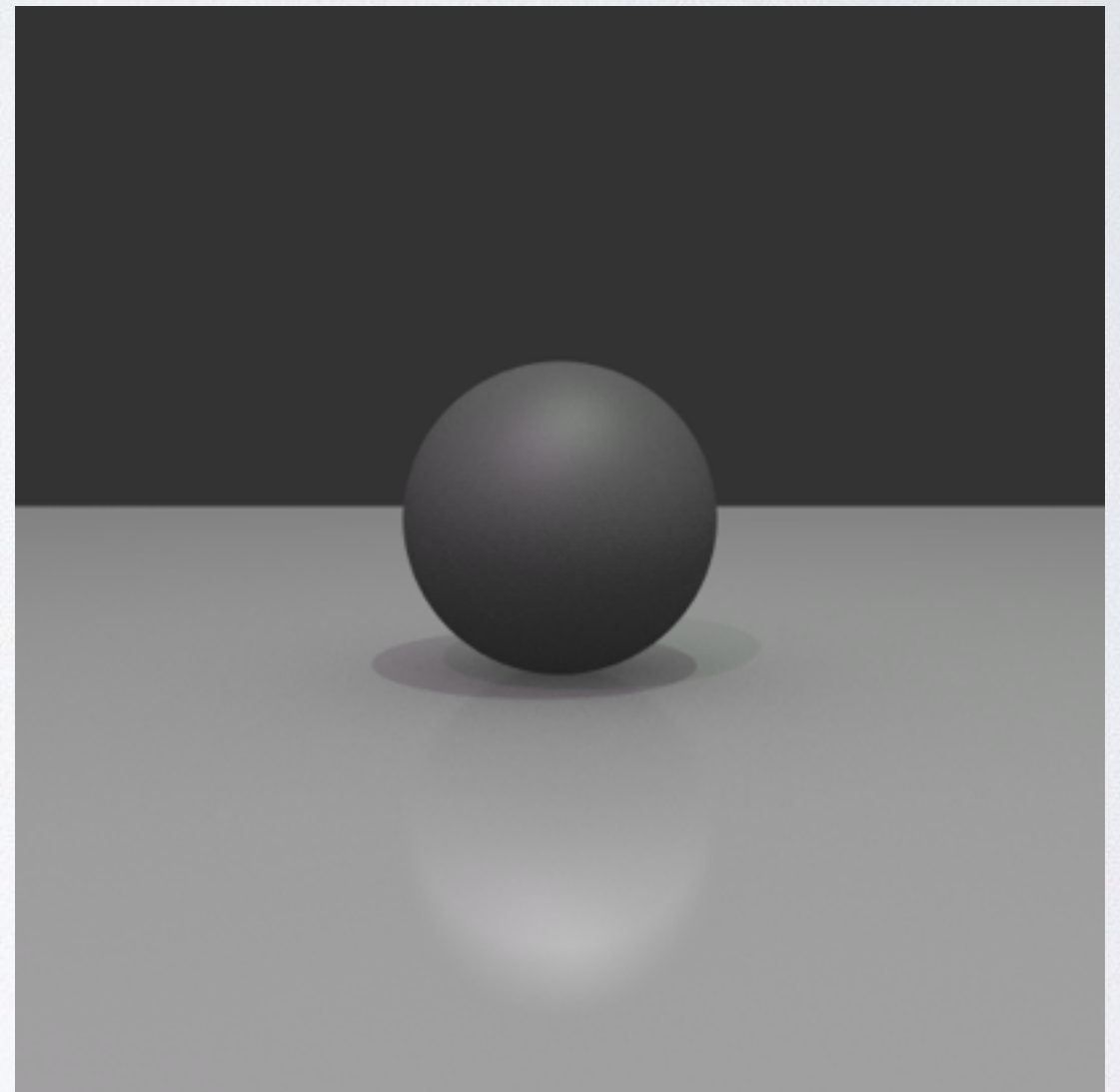
Overview of Features

Josh Utterback and Joon Cho

Before



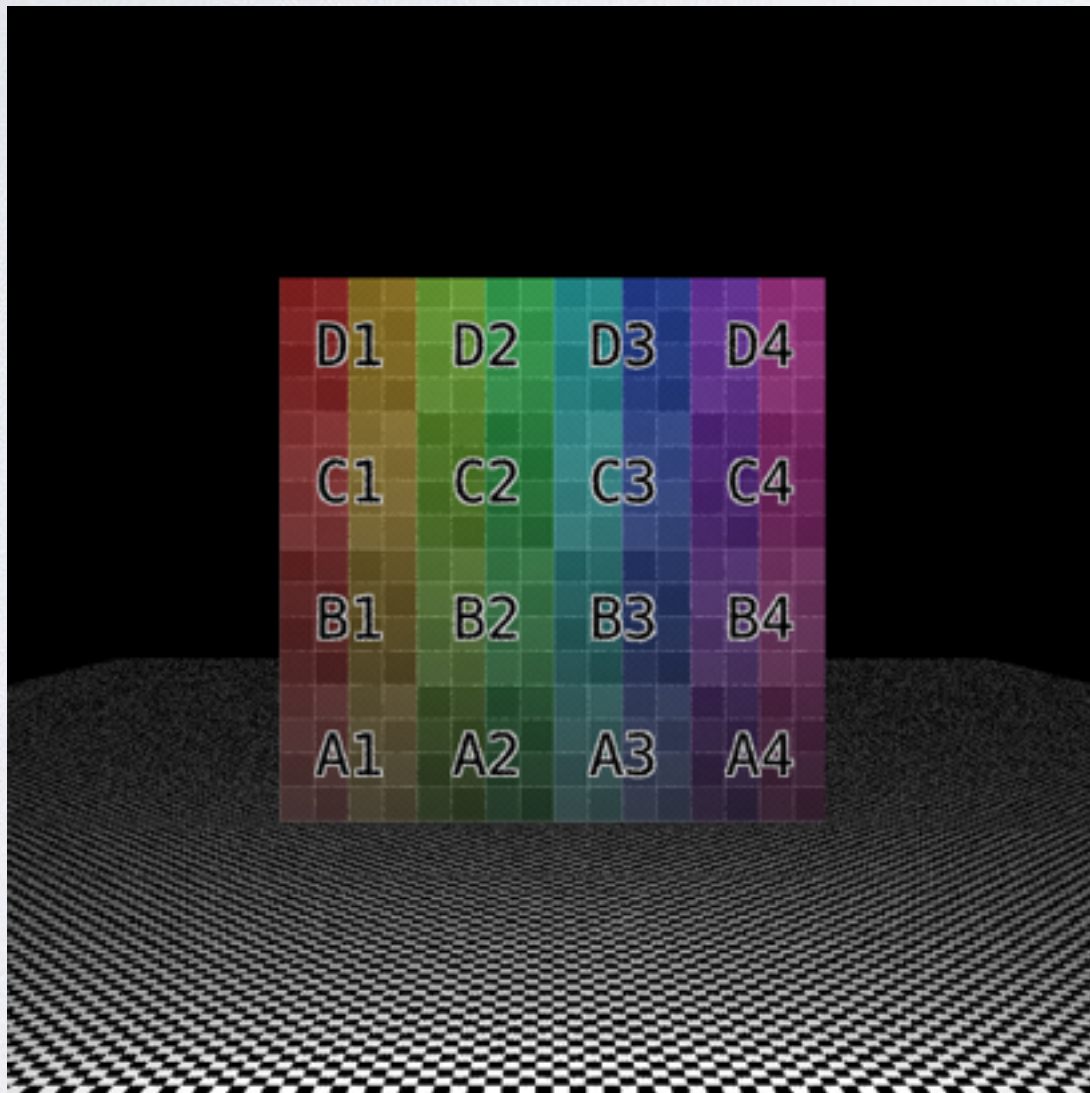
After



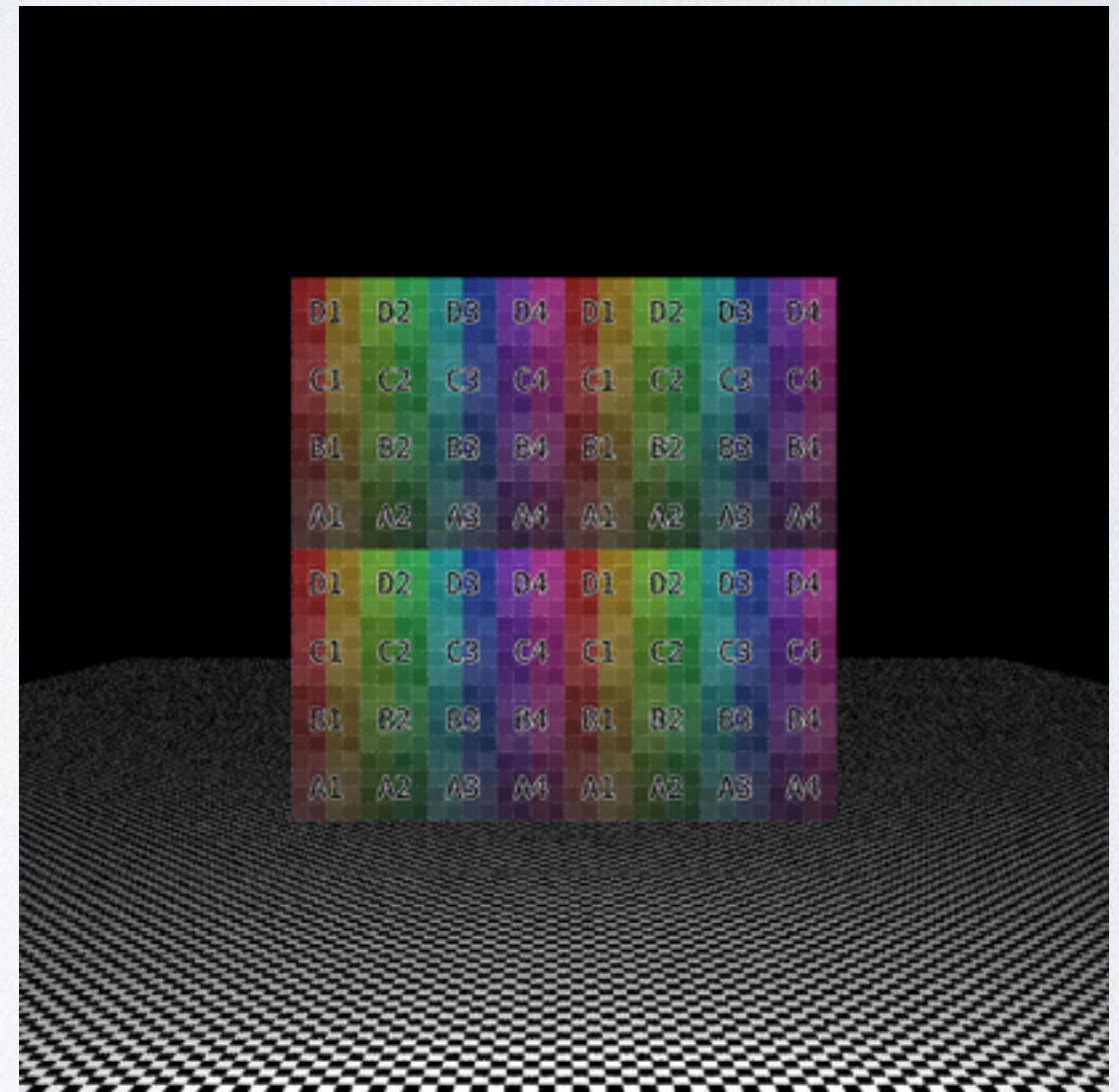
Blurry Reflection

Running Time: 5 seconds
Samples: 15

Before



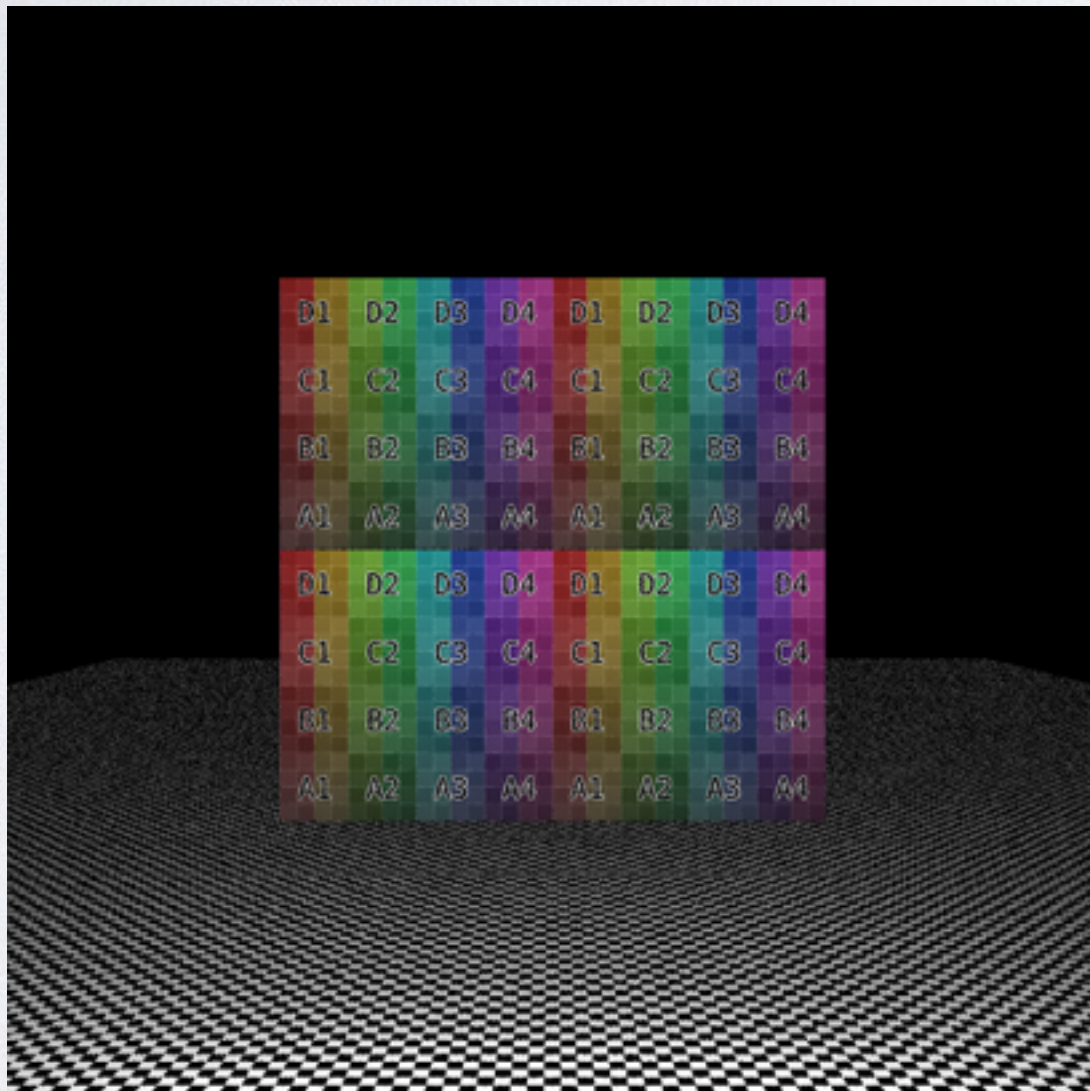
After



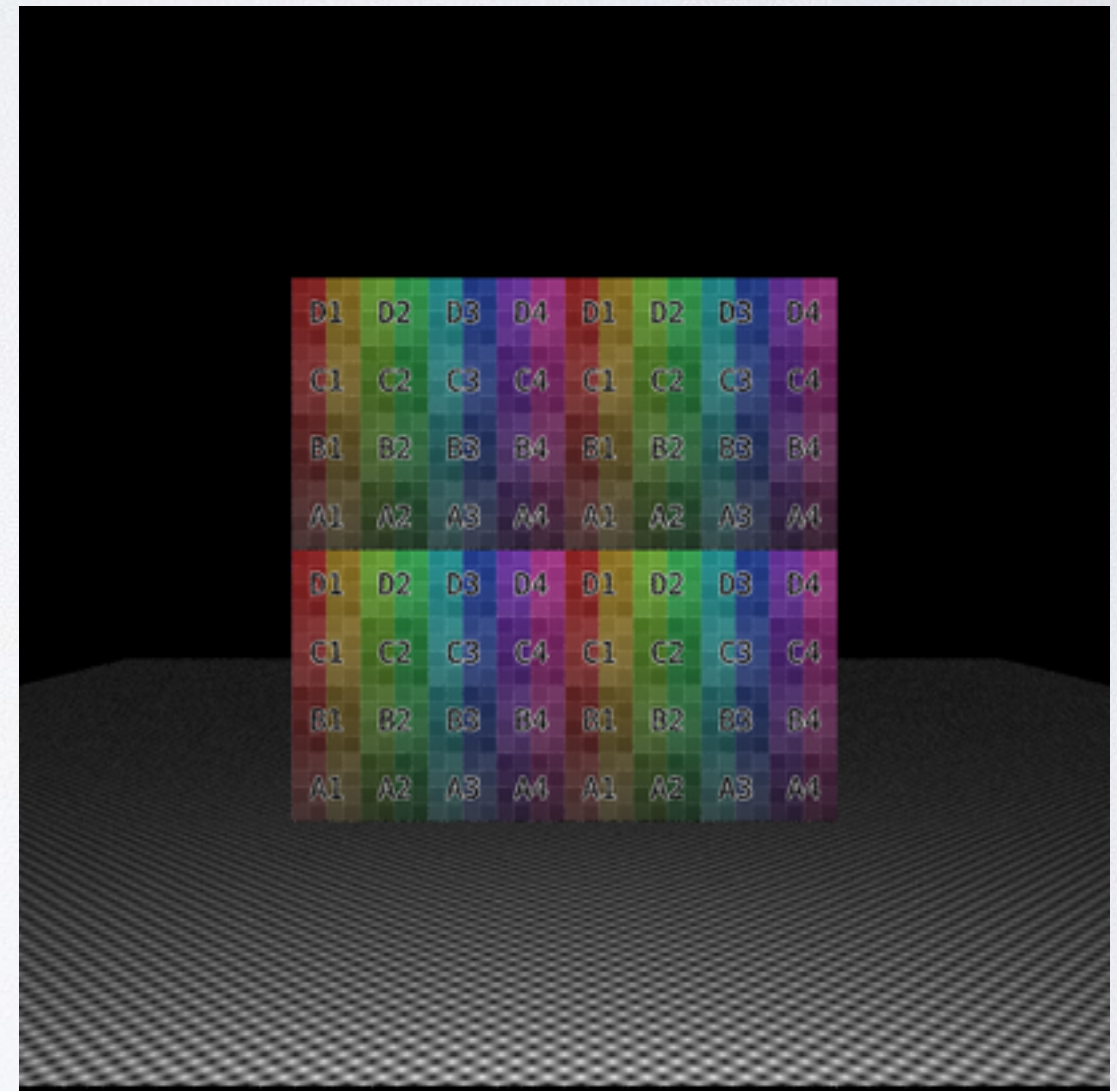
Texture Tiling

Running Time: 5 seconds
Samples: 1

Before



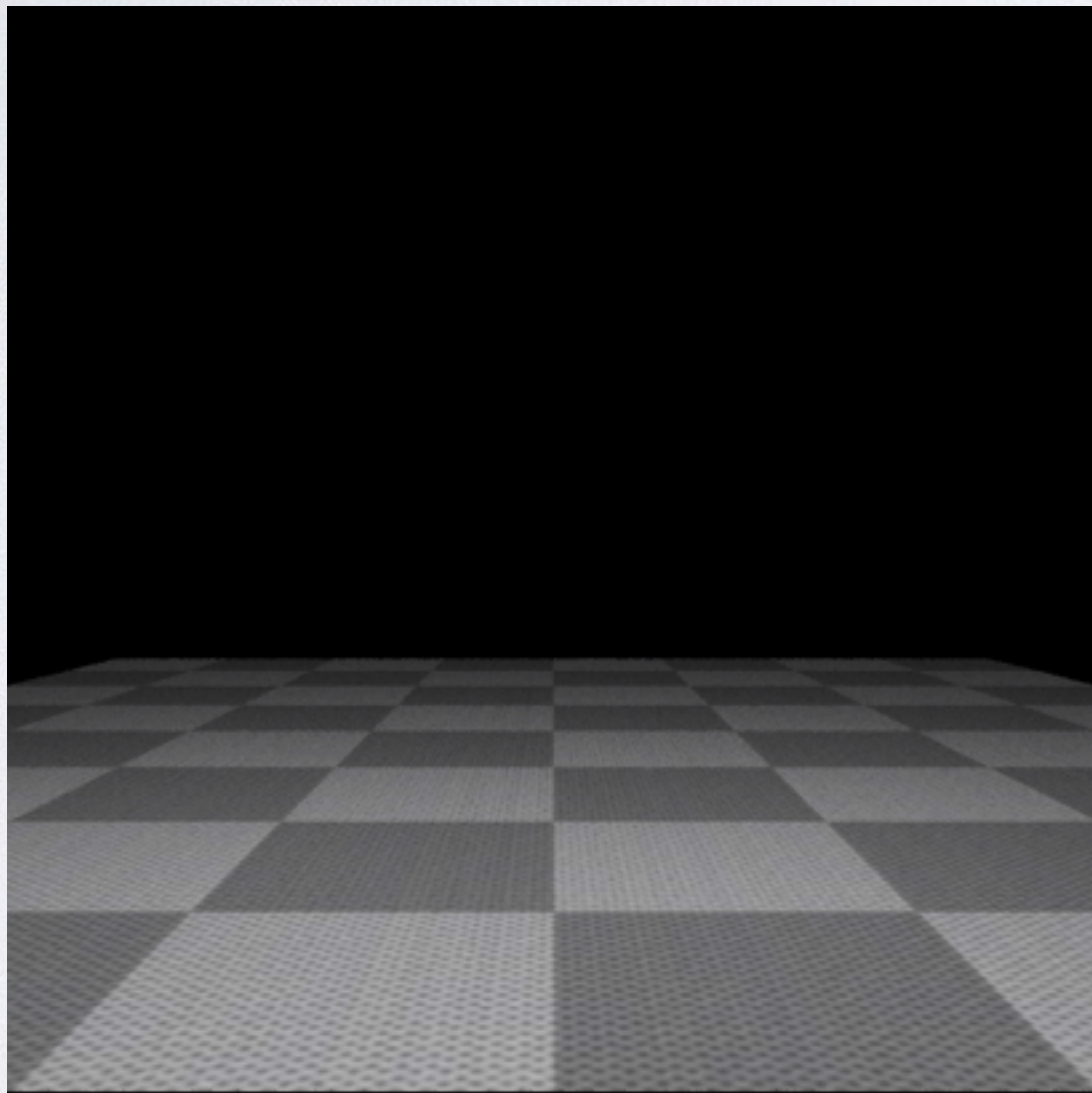
After



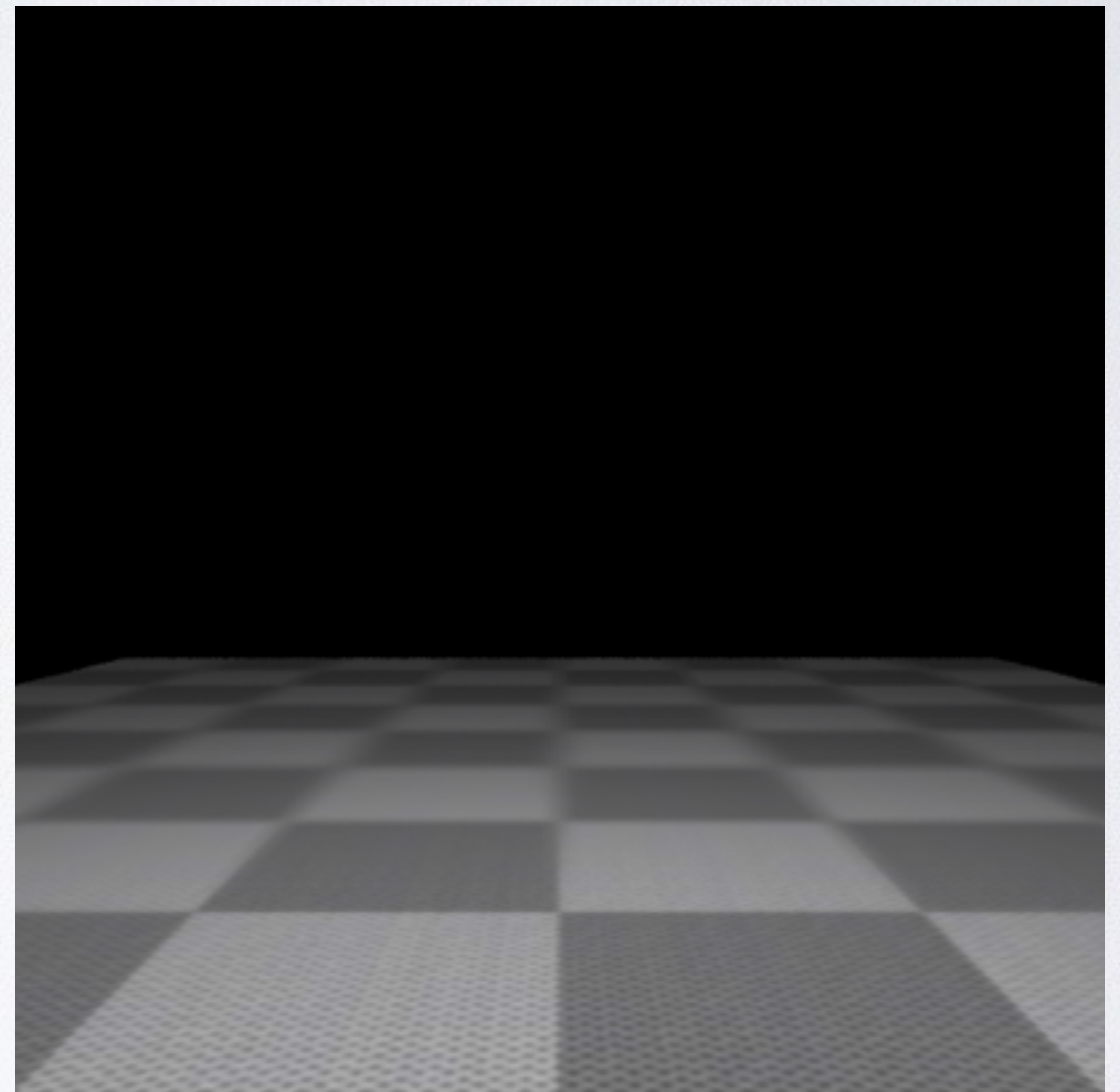
Bilinear Filtering

Running Time: 5 seconds
Samples: 1

Before



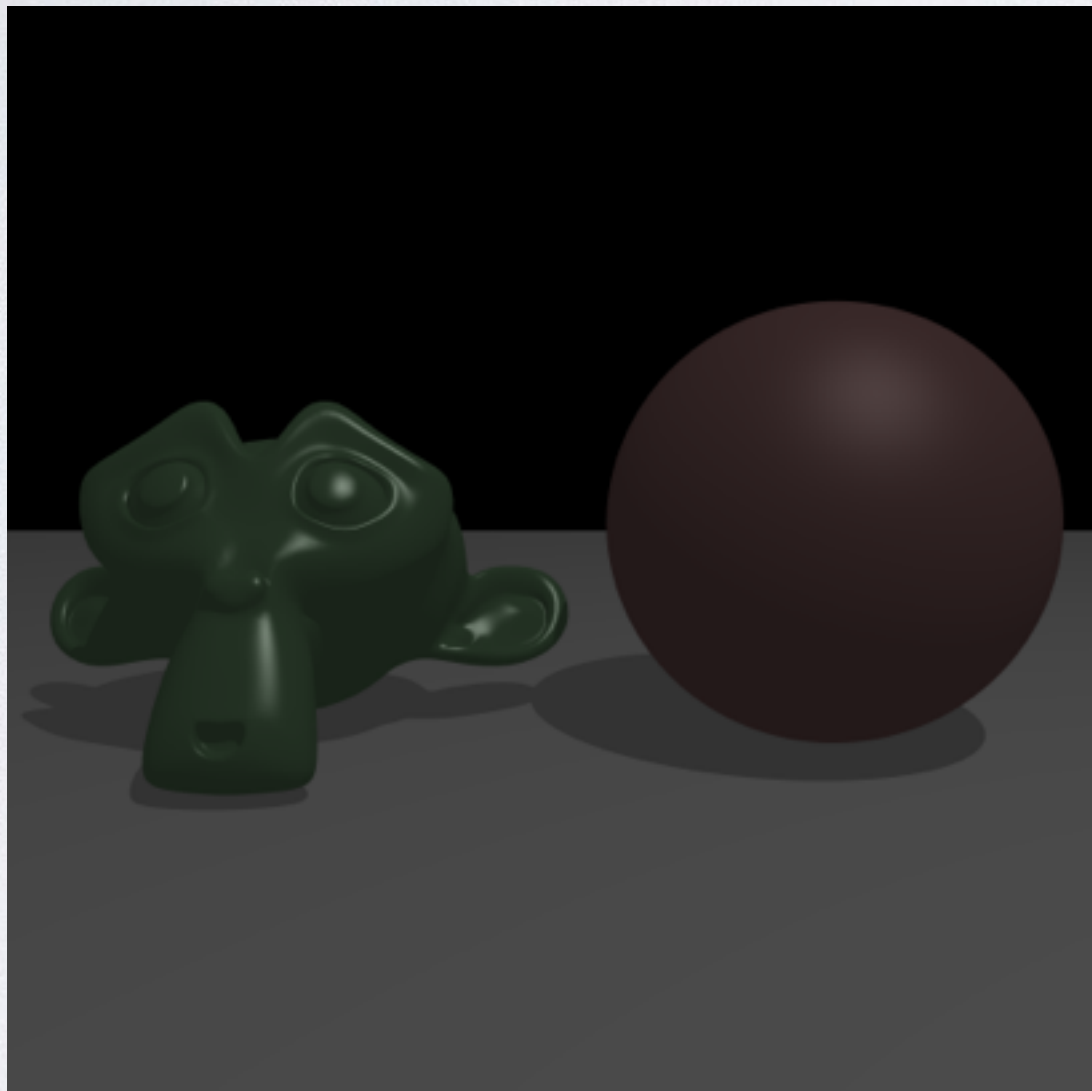
After



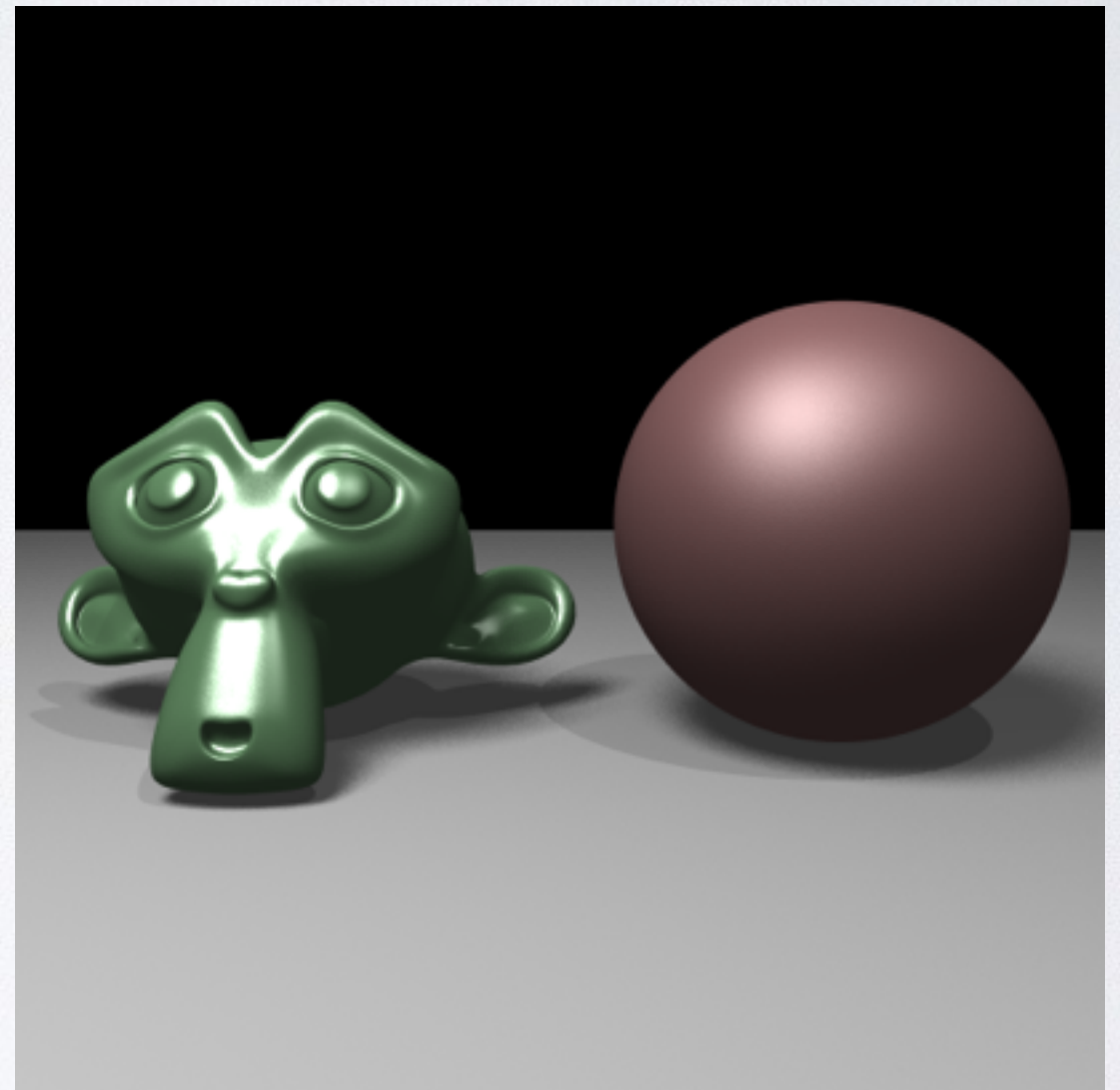
Mip Map Filtering

Running Time: 5 seconds
Samples: 15

Before



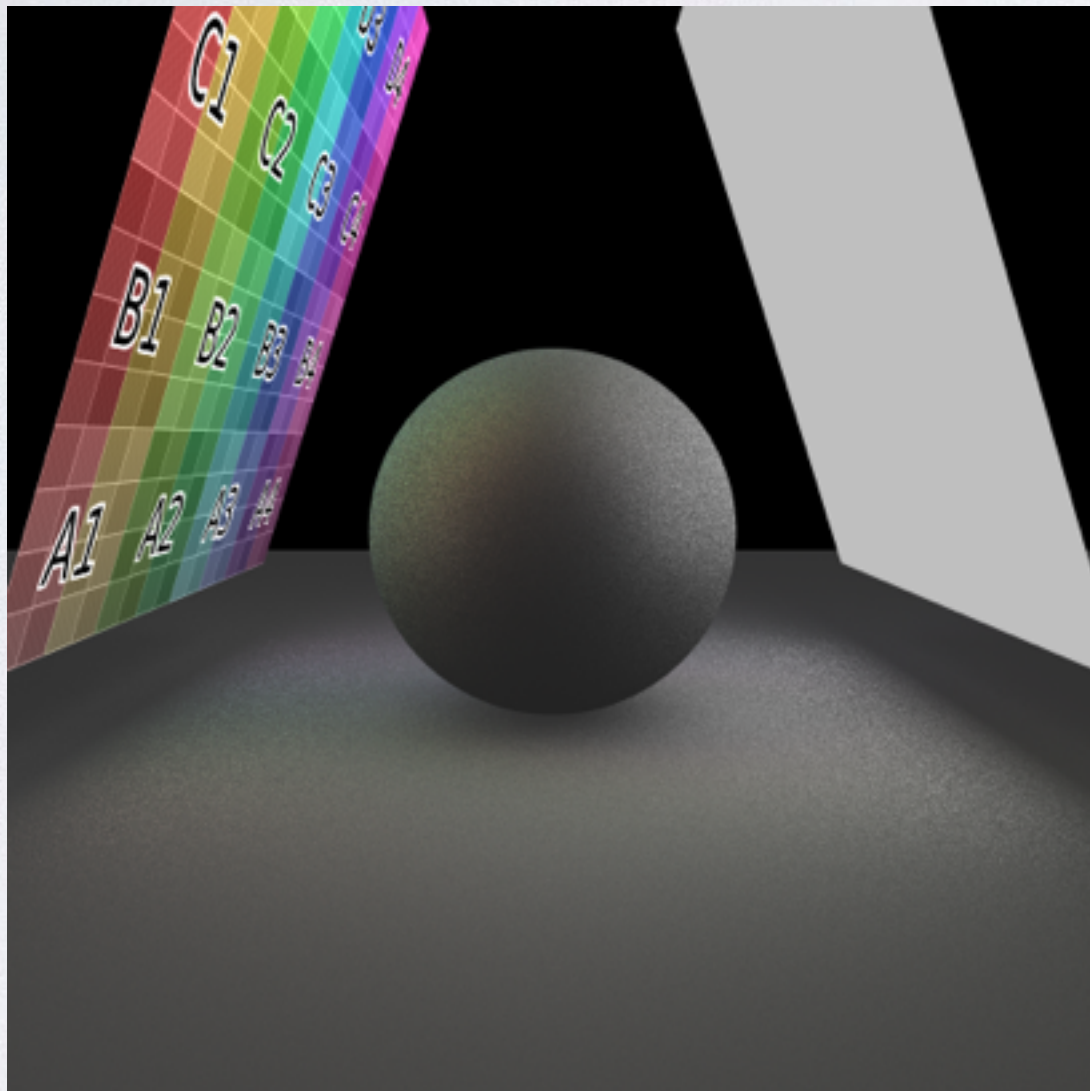
After



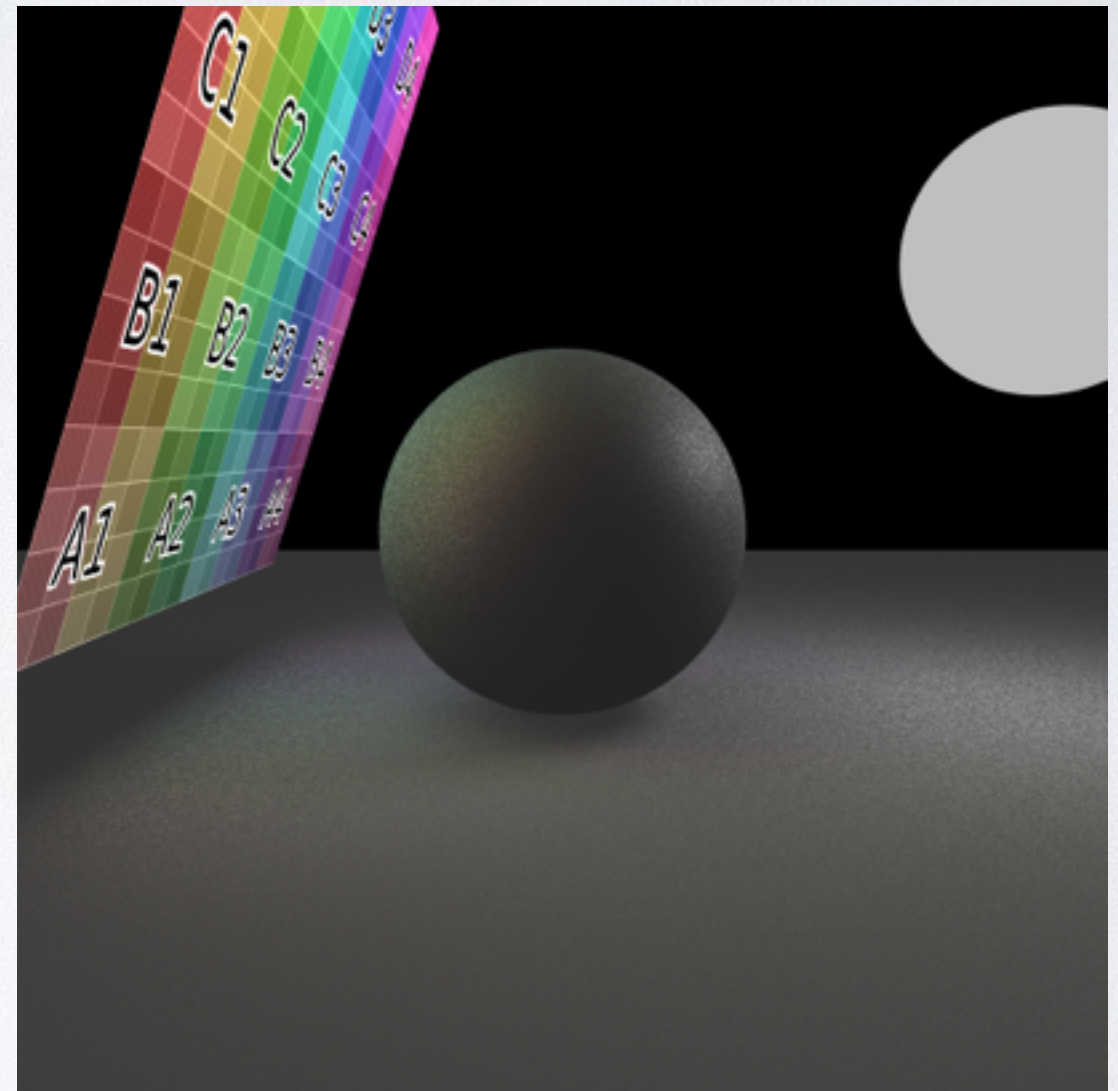
Area Lights

Running Time: 5 seconds
Samples: 15

Before



After



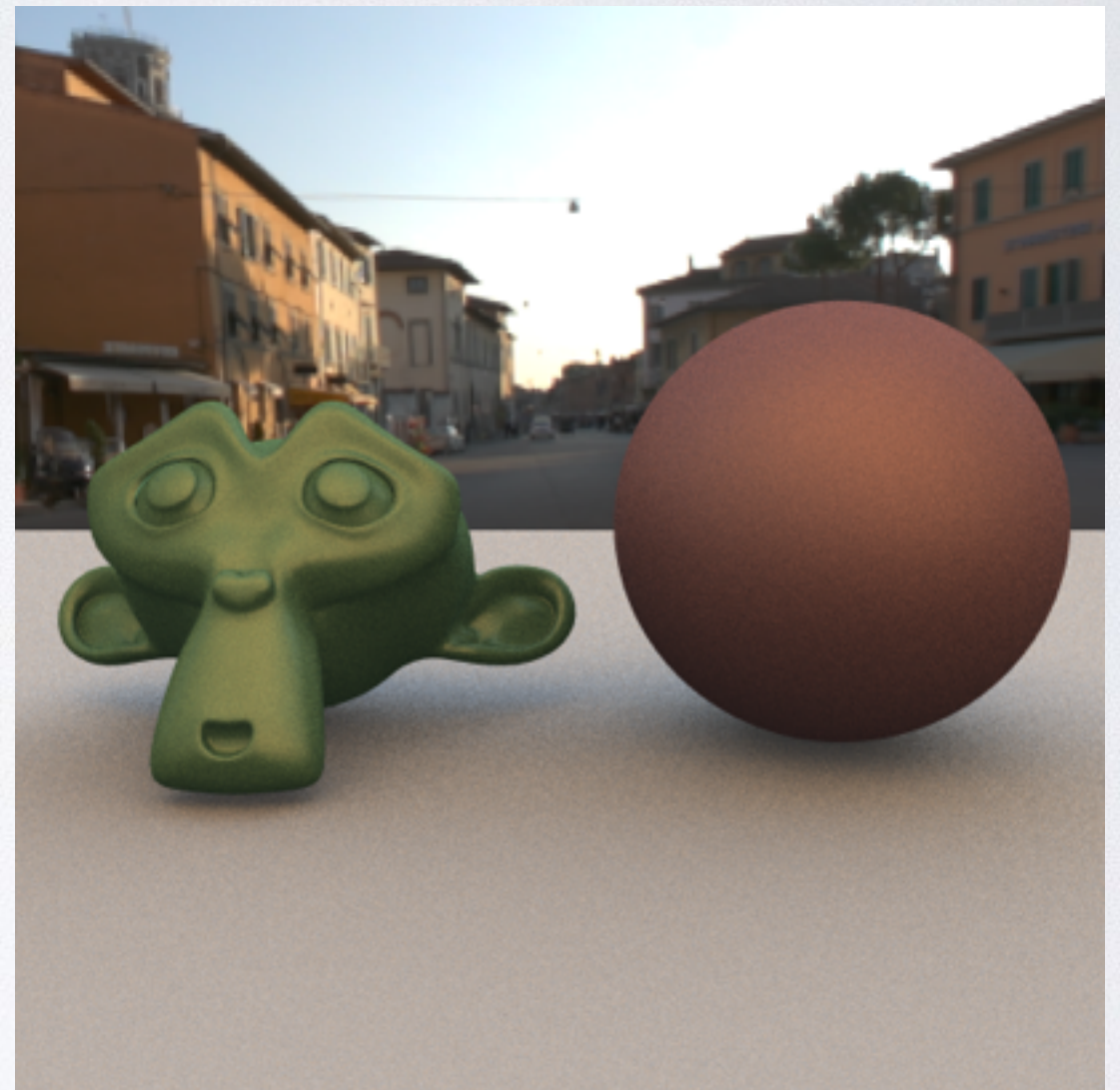
Sphere Lights

Running Time: 10 seconds
Samples: 15

Before



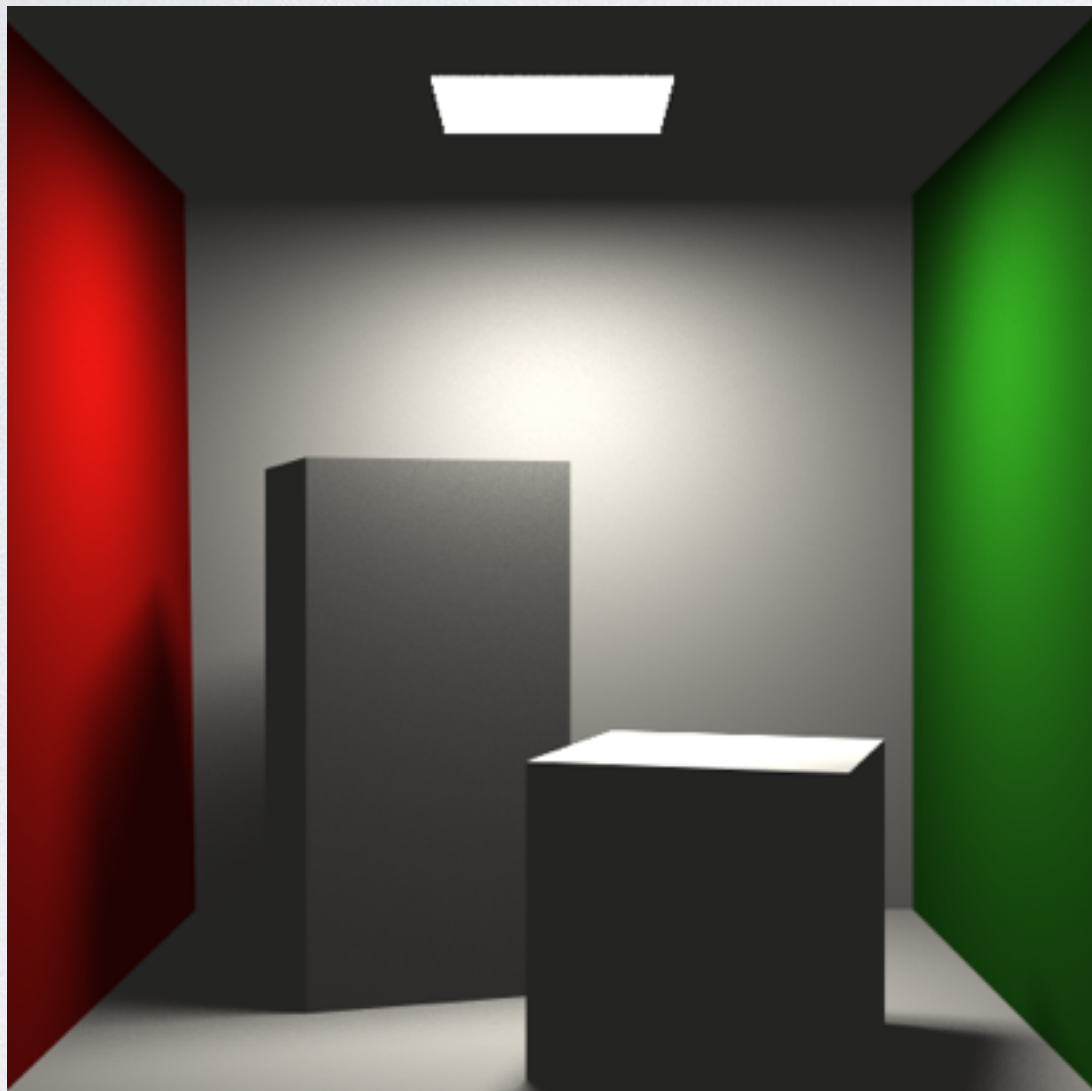
After



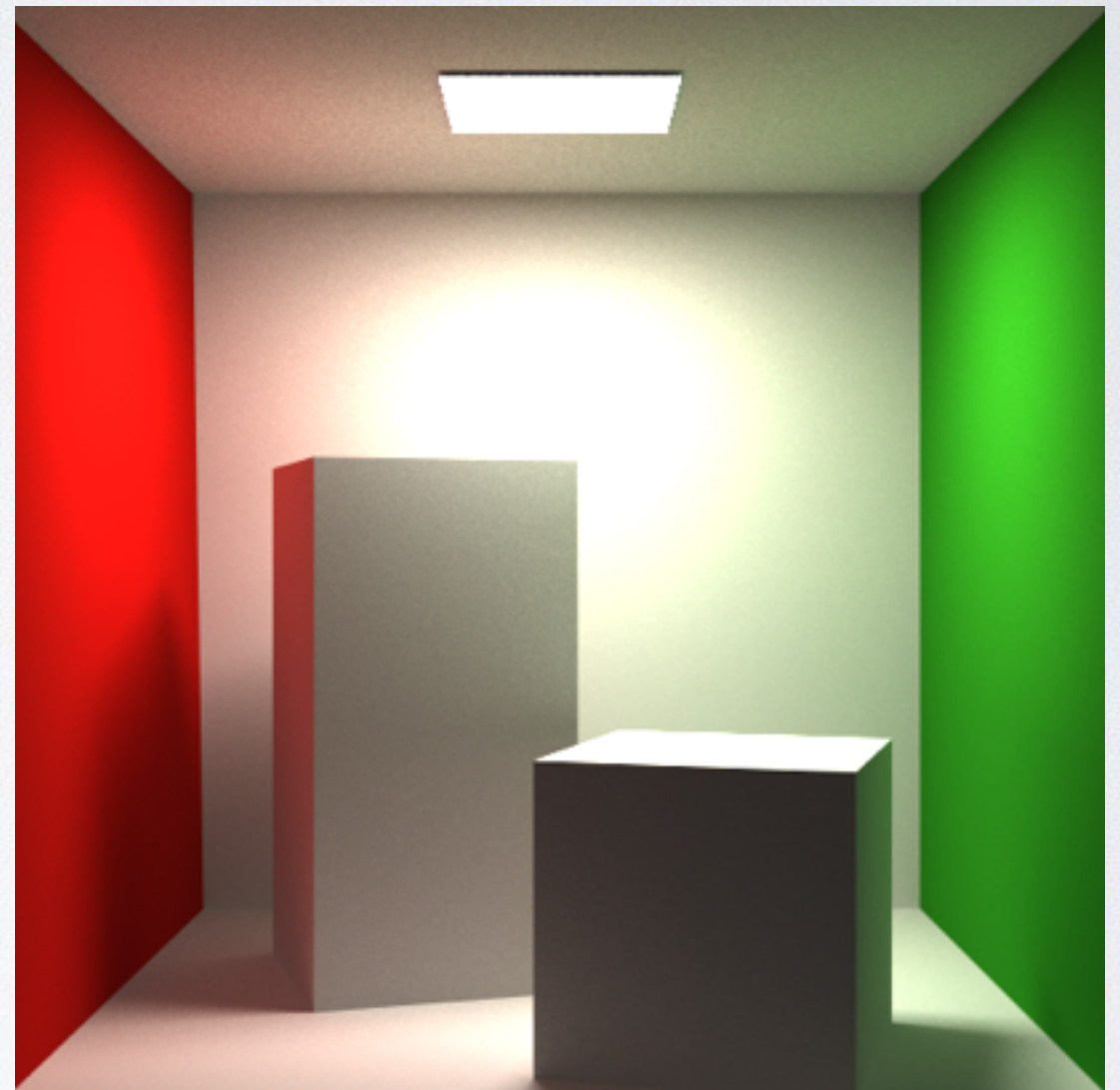
Environment Illumination

Running Time: 5 seconds
Samples: 15

Before



After

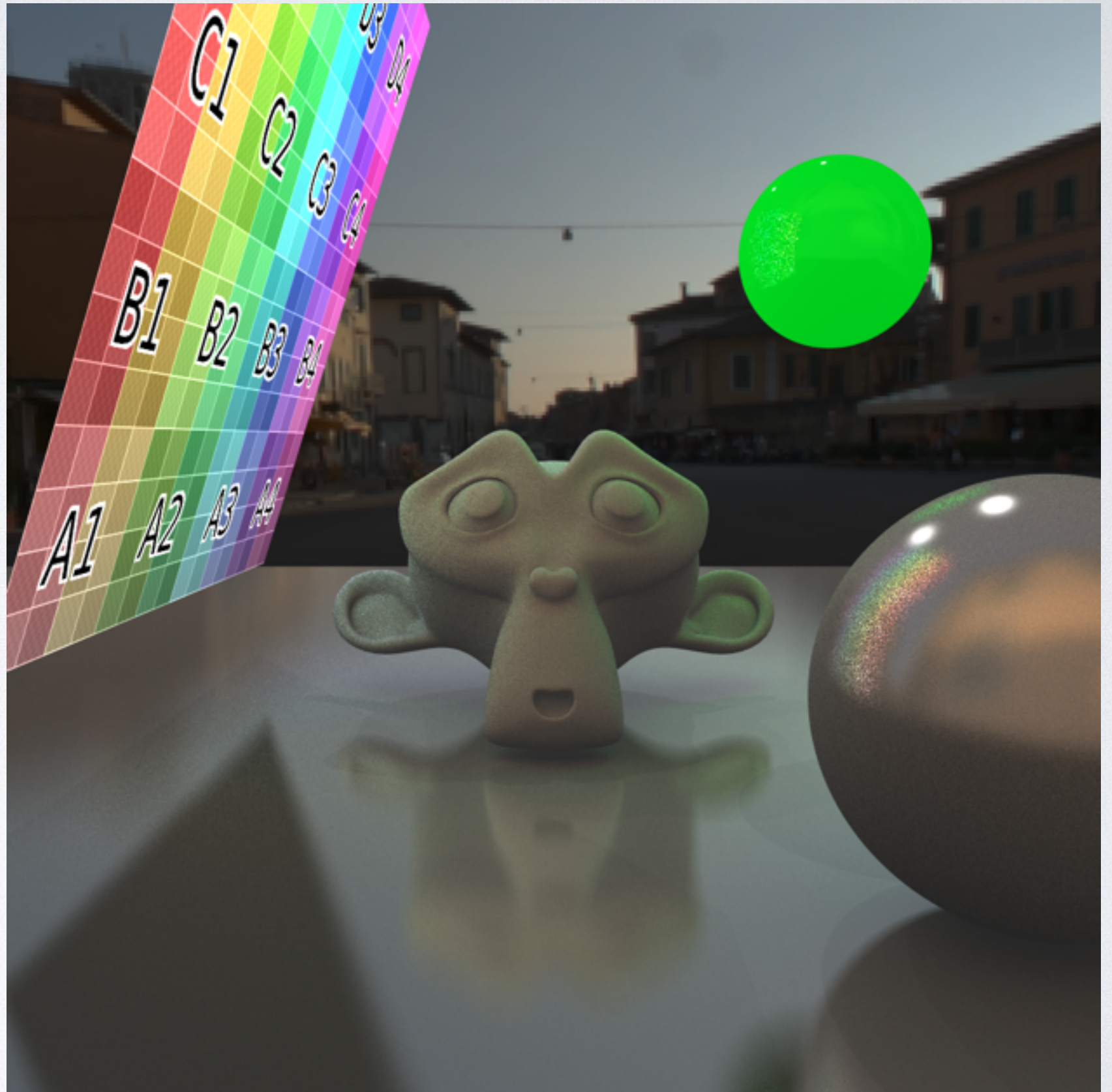


Indirect Lighting

Running Time: 25 seconds
Samples: 32

Cool Scene

Running Time: 60 seconds
Samples: 10



1024 x 1024 picture in /scenes