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**Joseph Tong Project 1: Ray Tracer ReadMe**

This project is a CUDA based ray tracer that utilizes the GPU to generate ray traced images very quickly. The project reads in a text file that specifies the materials, objects, and camera for the scene. So far, I’ve implemented ray casting from a camera into a scene through a pixel grid, phong lighting for one point light source, Diffuse lambertian surfaces, ray traced shadows, cube intersection testing, sphere surface point sampling. Additionally, of the extra features, my ray tracer also supports specular reflection, soft shadows and multiple area lights, depth of field, super sampled anti-aliasing, and an interactive camera. Here’s a sample render from my ray tracer. 